



“A King’s Ransom”

1034-221

Network Pitch Board

Date 04/01/15

- ☒ Board Team Final
- ☒ Network Approval Board 04/01/15
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

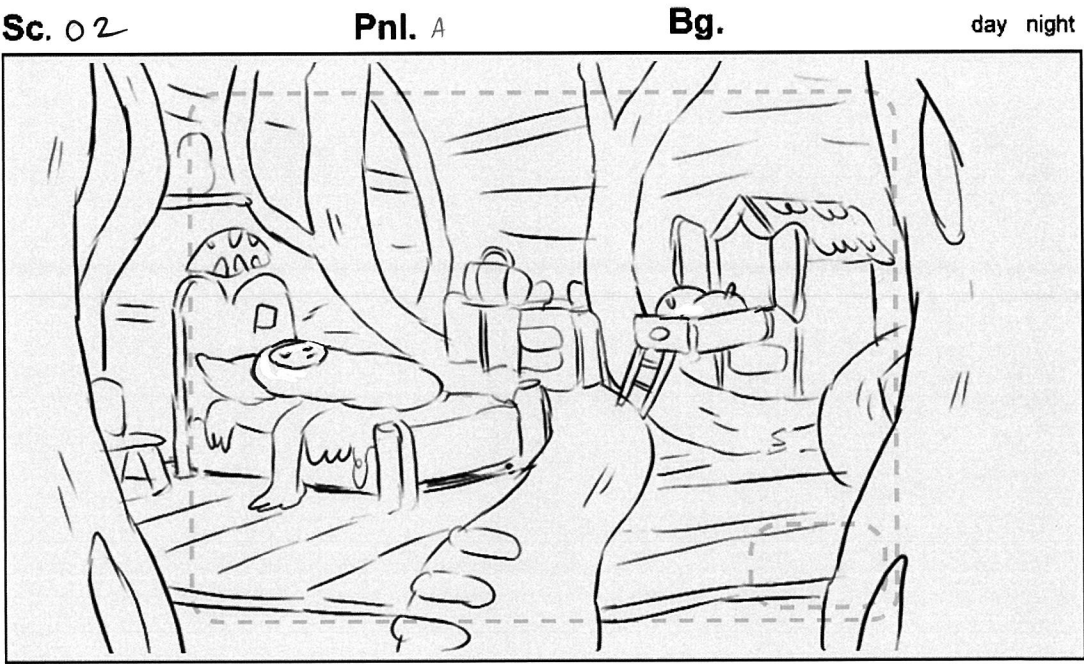
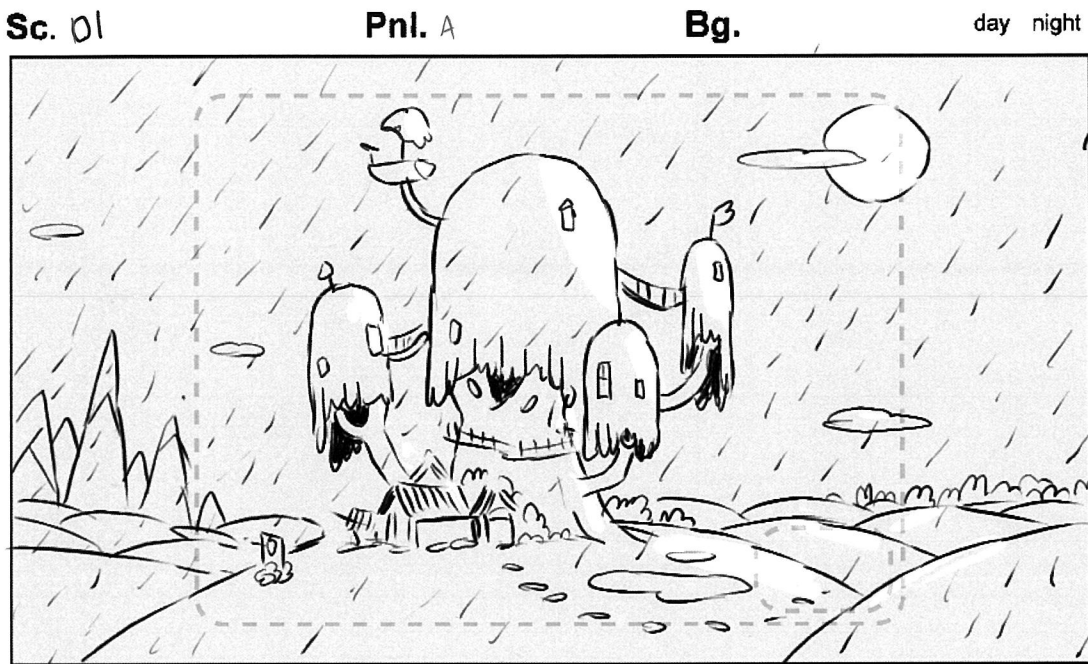
Supervising Director
Adam Muto

Storyboard by
Andres Salaff &
Hanna K. Nystrom

Animation Studio
RDK

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ADVENTURE TIME



Dialog:	SFX) [SNORING]	
Action:	EXT: TREEHOUSE , NIGHT RAINING	-F & J ASLEEP IN BEDROOM.
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME

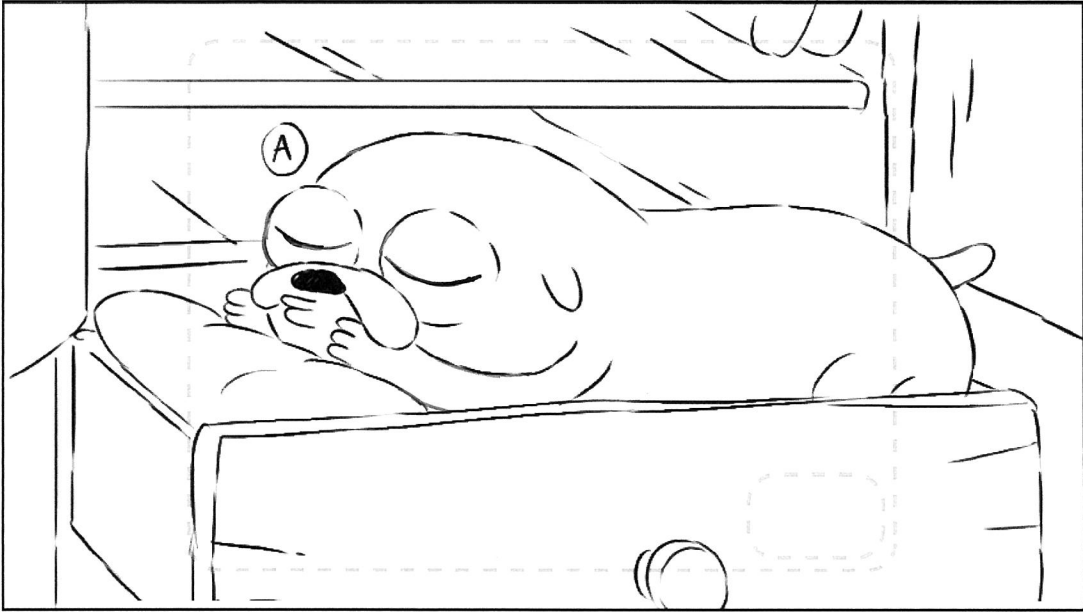


Sc. 03

Pnl. A

Bg.

day night

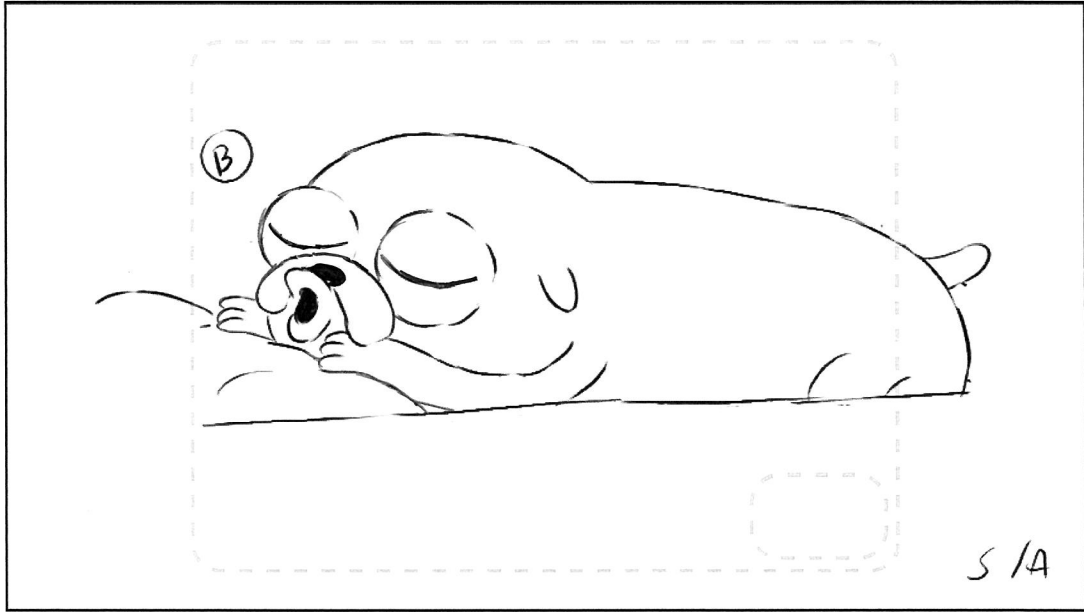


Sc. 03

Pnl. B

Bg.

day night



Dialog:

(J) [EXHALE]

(J) [INHALE]

Action:

(A) J EXHALE

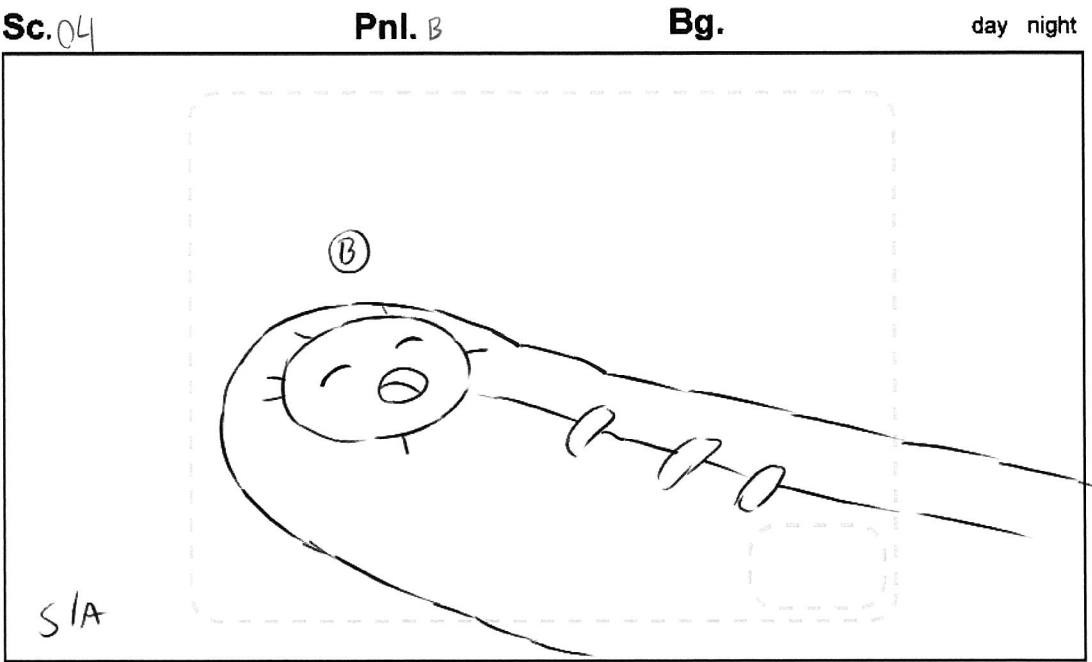
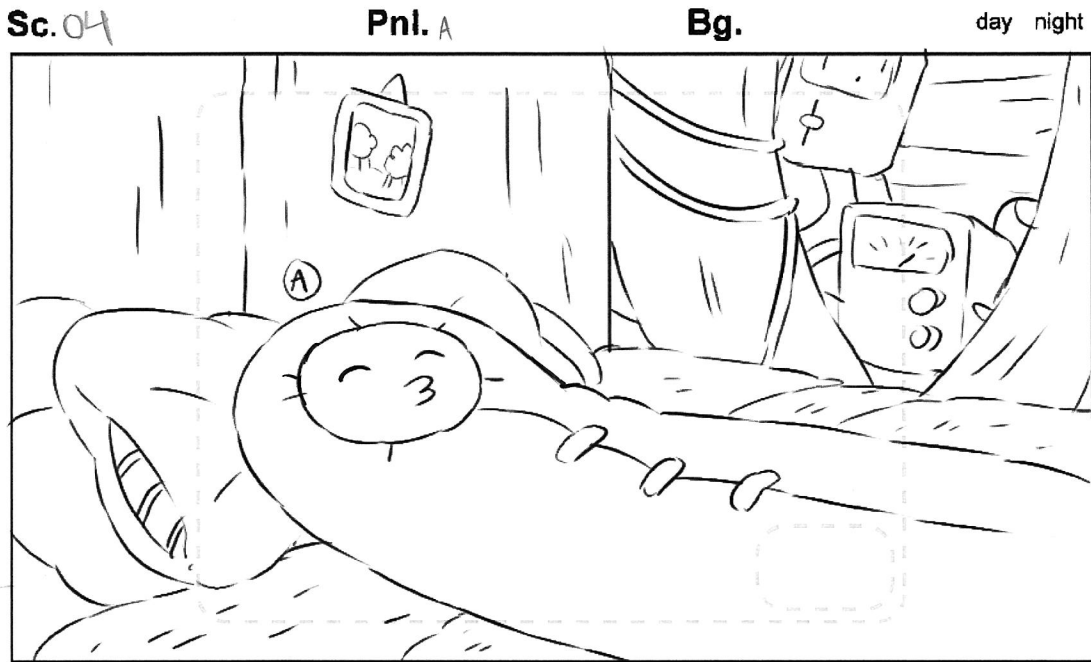
(B) J INHALE

Timing:

← CYCLE →

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ADVENTURE TIME



Dialog:	<u>F</u> : [EXHALE]	<u>F</u> : [INHALE]
Action:	Ⓐ F EXHALE	Ⓑ F INHALE
Timing:		

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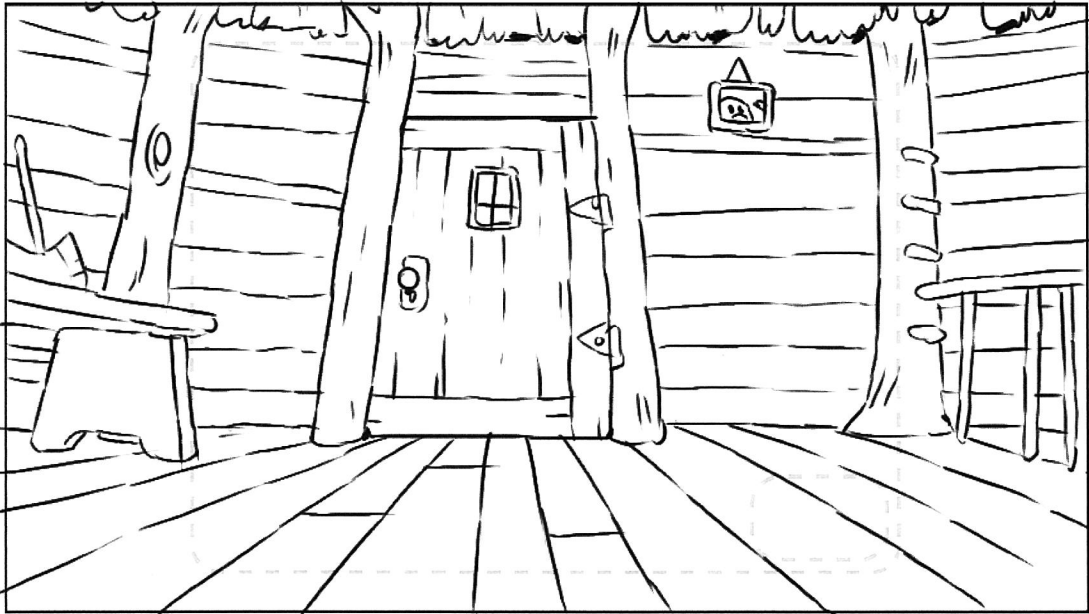


Sc. 05

Pnl. A

Bg.

day night



Sc. 5

Pnl. B

Bg.

day night



Dialog:	<p><u>I.K</u>) (0/5) — ALRIGHT!</p> <p>SFX: * KK - KK - KK *</p>
Action:	<p>[ICE FORMS ON LOCK] AND HINGES</p>
Timing:	

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ADVENTURE TIME



Sc. 5

Pnl. C

Bg.

day night



Sc. 5

Pnl. D

Bg.

day night



Dialog:

SFX) [BANG!]

Action:

[I.K KICKS DOWN DOOR]

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

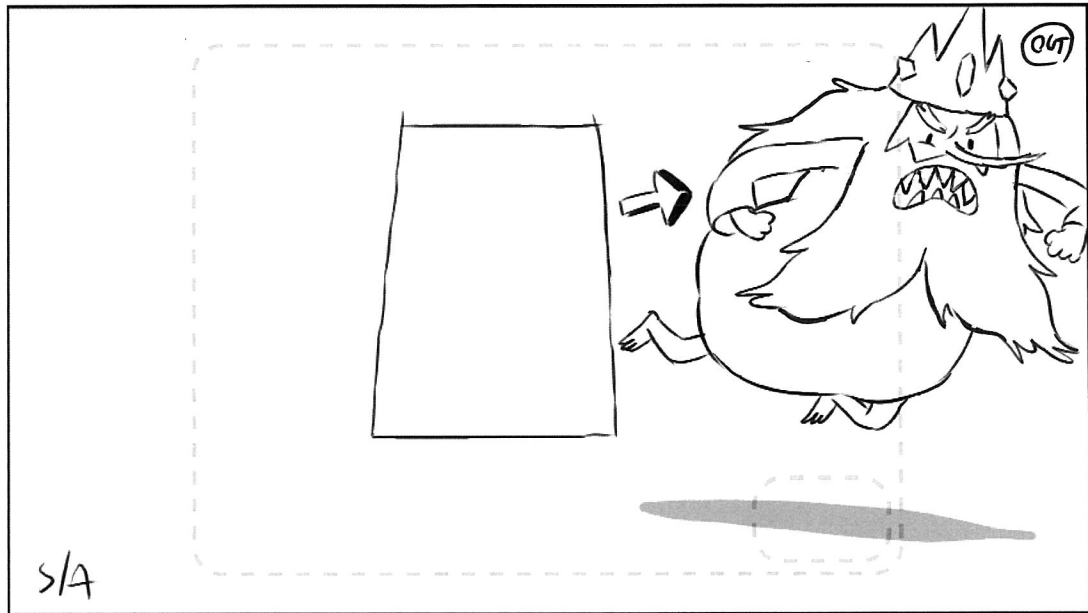


Sc. 05

Pnl. 5

Bg.

day night

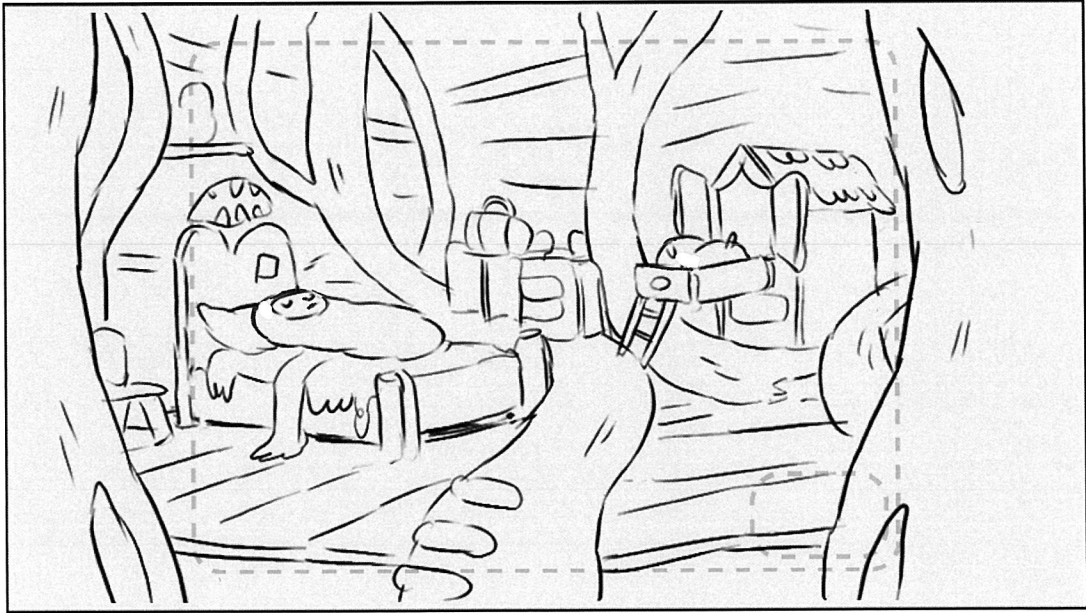


Sc. 06

Pnl. 4

Bg.

day night



Dialog:	SFX) [SNORING]
Action:	-IK FLIES OFF/S.
Timing:	

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ADVENTURE TIME

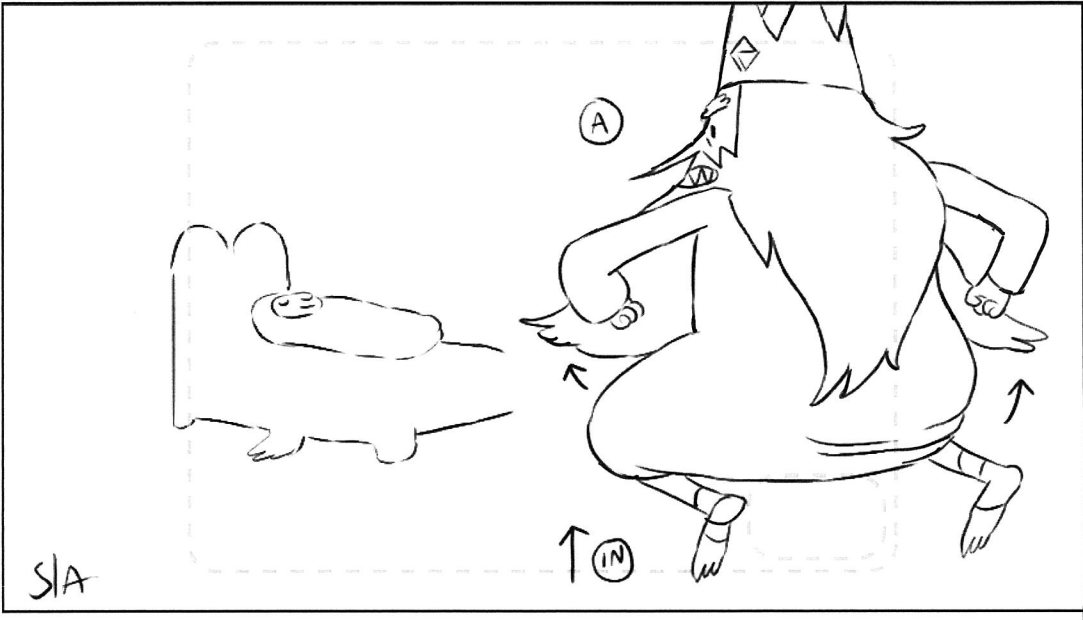


Sc. 6

Pnl. B

Bg.

day night

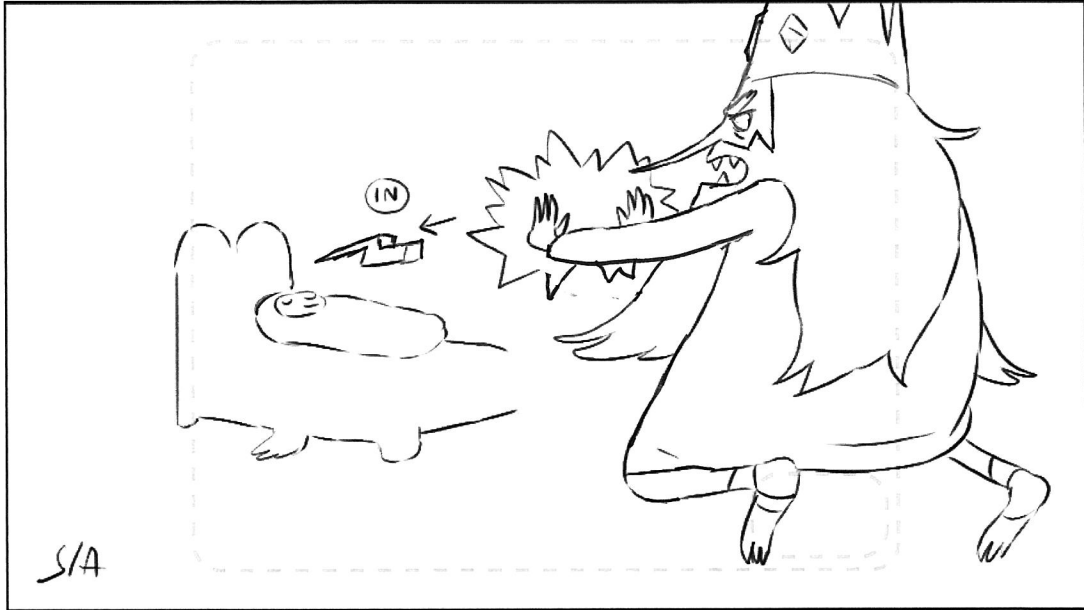


Sc. 6

Pnl. <

Bg.

day night



Dialog:

Action:

Timing:



I.K /

WHERE IS HE ?!

SFX: * ZZAP! *

[SHOTS ICEBOLT]

EPISODE # 1034-221

Production :

ADVENTURE TIME



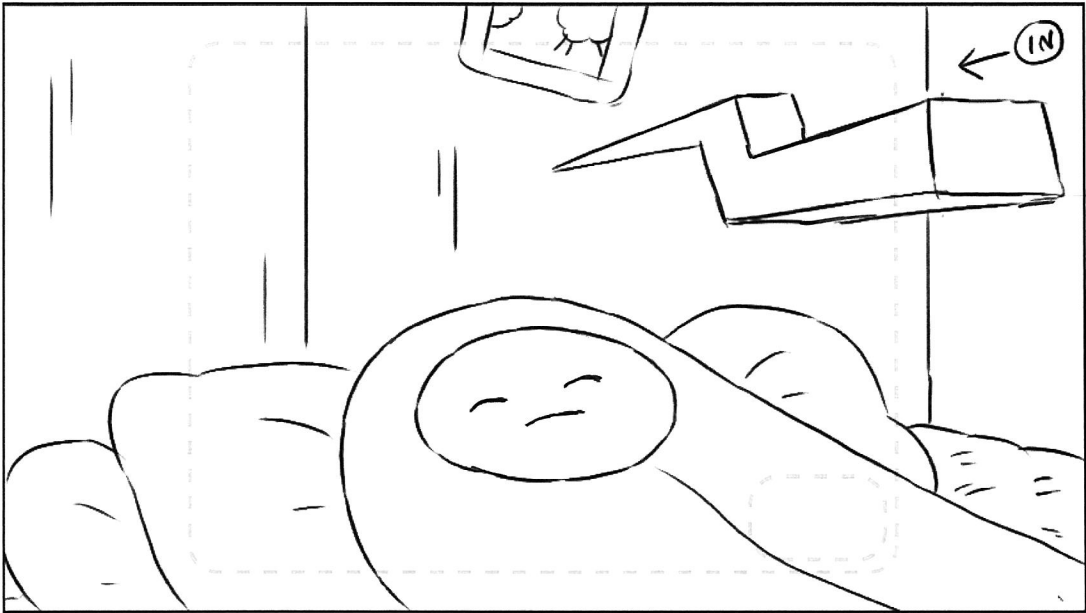
Page 8

Sc. 7

Pnl. A

Bg.

day night

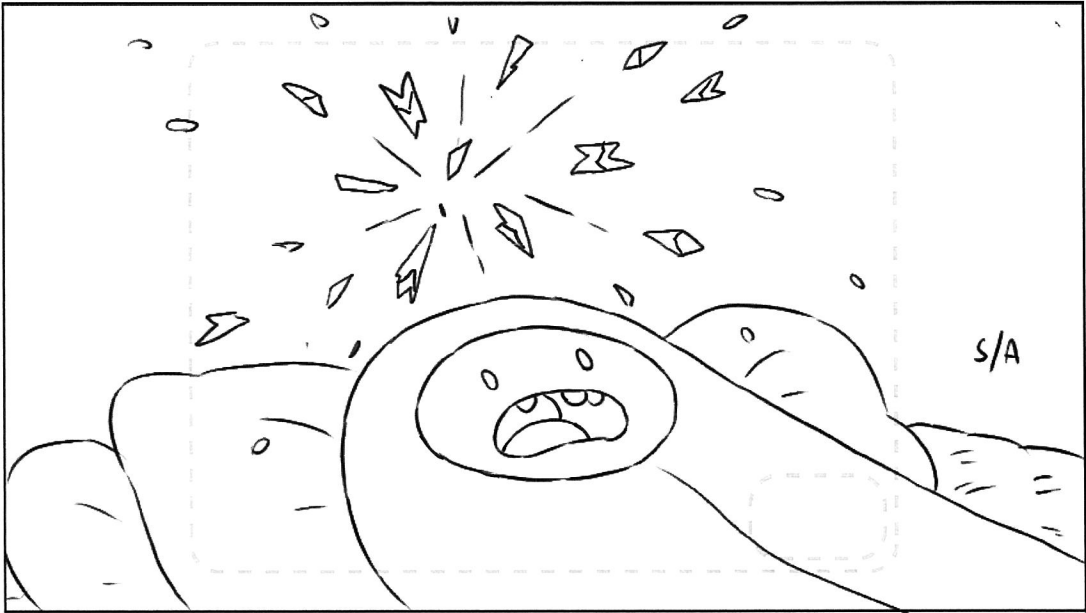


Sc. 7

Pnl. B

Bg.

day night



Dialog:

- ICE BOLT
FLIES ONVS.

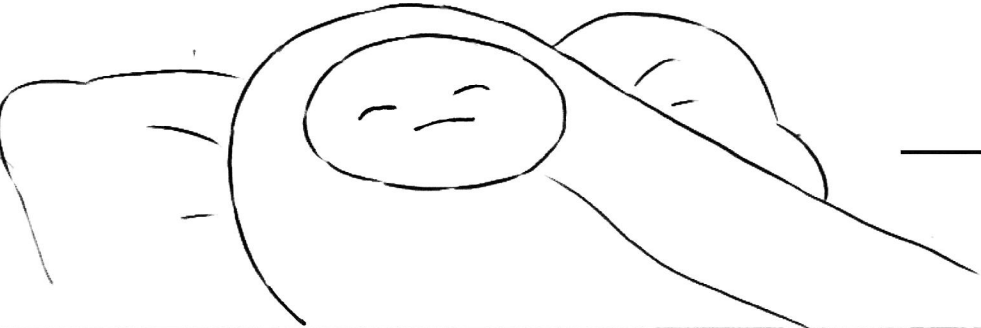


SFX [SMASH]

Actio

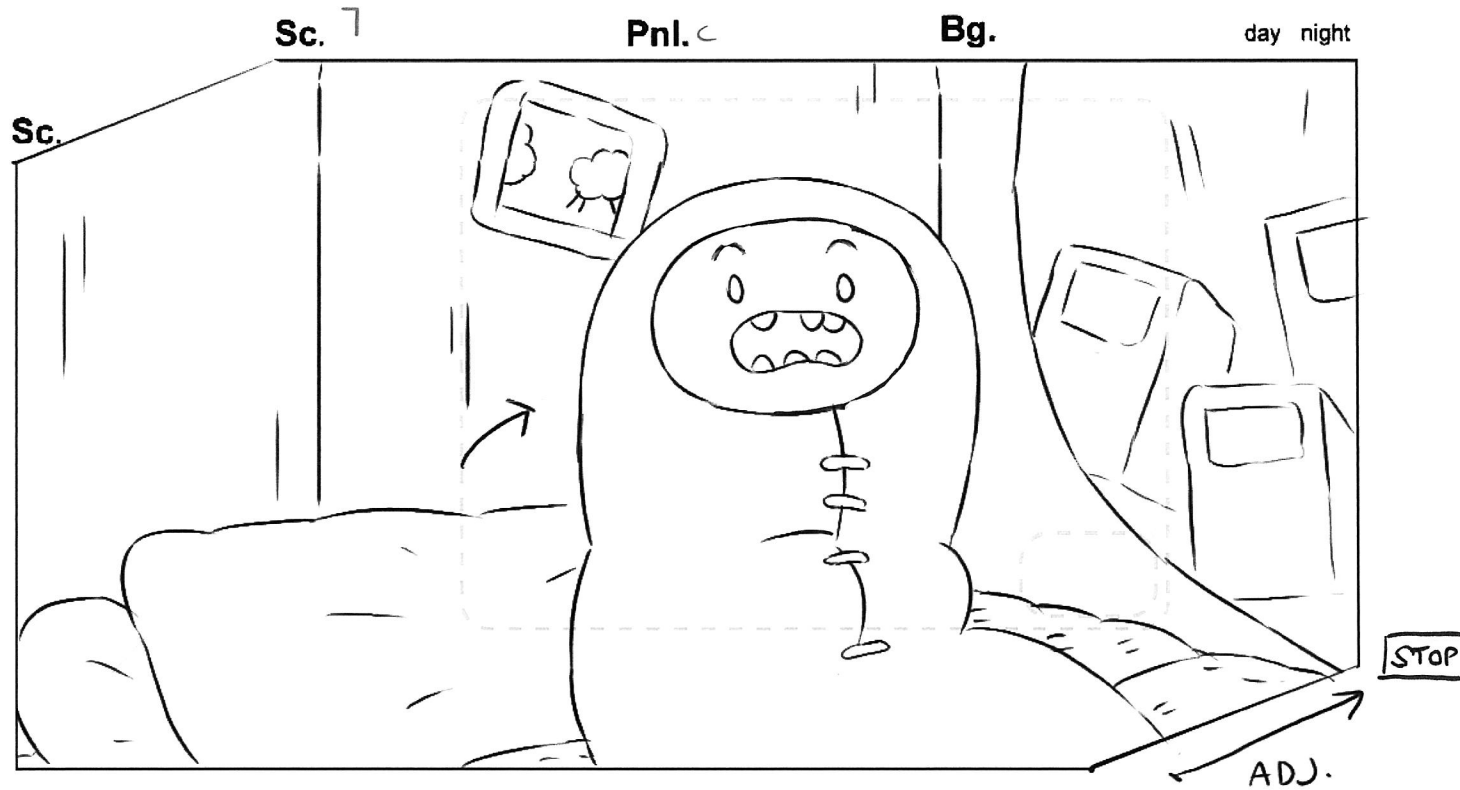
- ICE BOLT SHATTERS AGAINST HEADBOARD

Timir



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Production :

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Page 09

Dialog:

F) AGH!! ICE-KING ?!

START

Action:

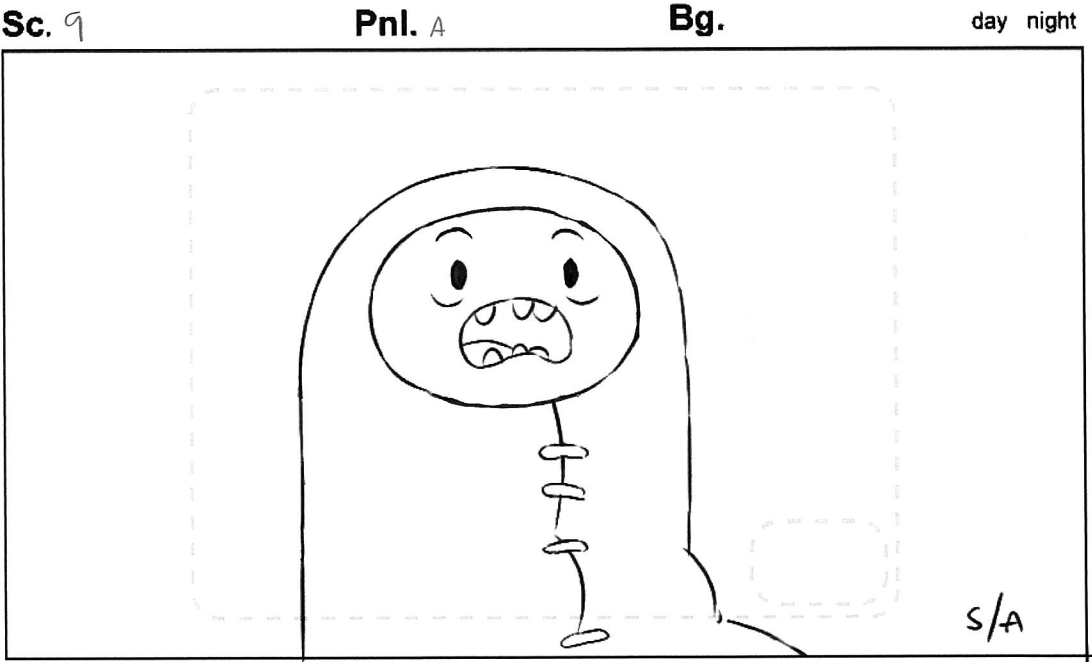
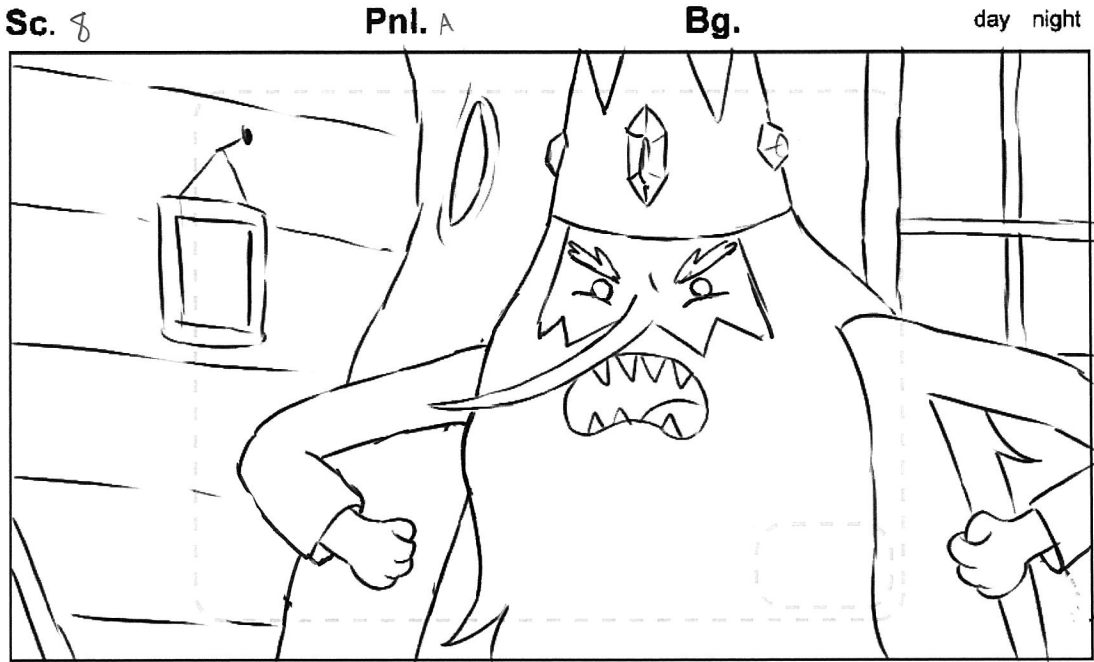
-FINN SITS UP
-ADJ. w/ ACTION.

Timing:

Production :
EPISODE # 1034-221

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ADVENTURE TIME



S/A

Dialog:

I.K) WHERE IS HE ?!

F) WHERE'S WHO?! JAKE ?!

Action:

Timing:

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Production :

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ADVENTURE TIME



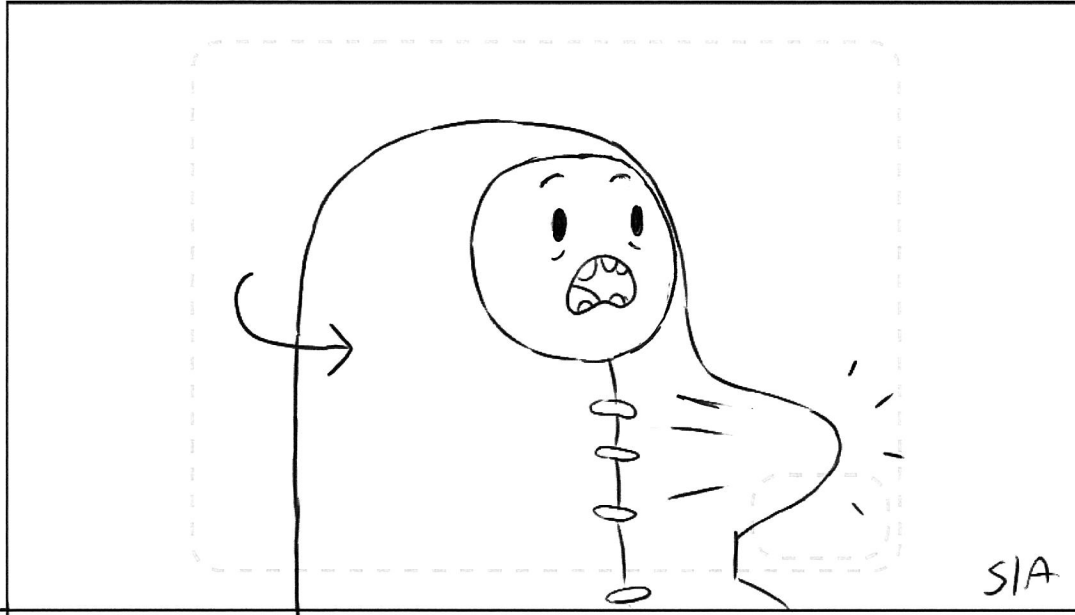
Page 11

Sc. 9

Pnl. B

Bg.

day night

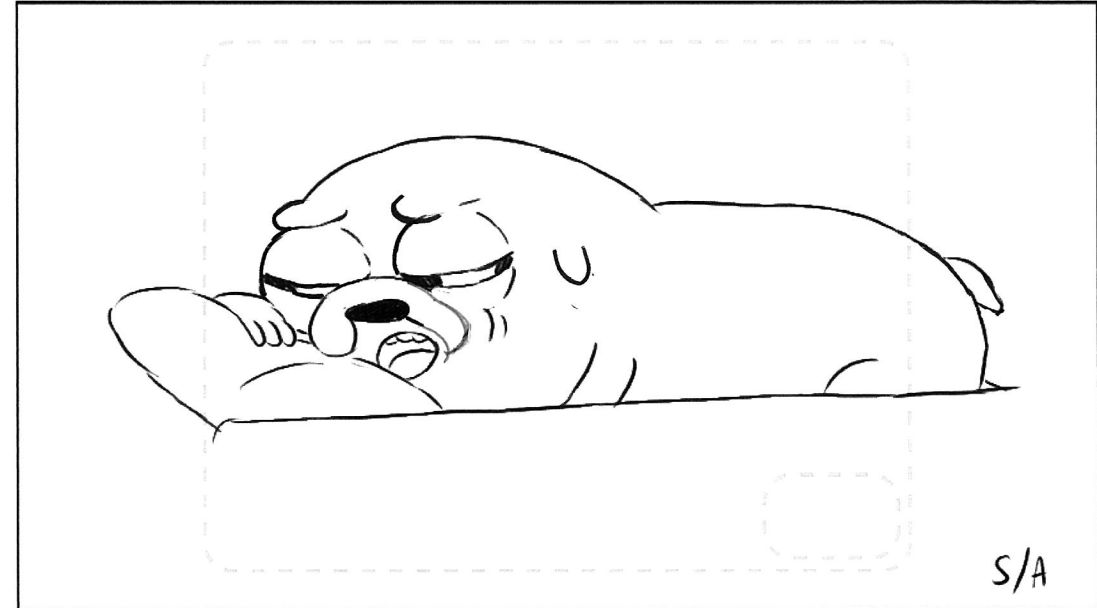


Sc. 10

Pnl. A

Bg.

day night



Dialog:

1) HE'S RIGHT THERE!

2) [BIG SNORE IN]

Action:

[HAND COMES OUT OF BAG]

[EYES CRACKED]

Timing:

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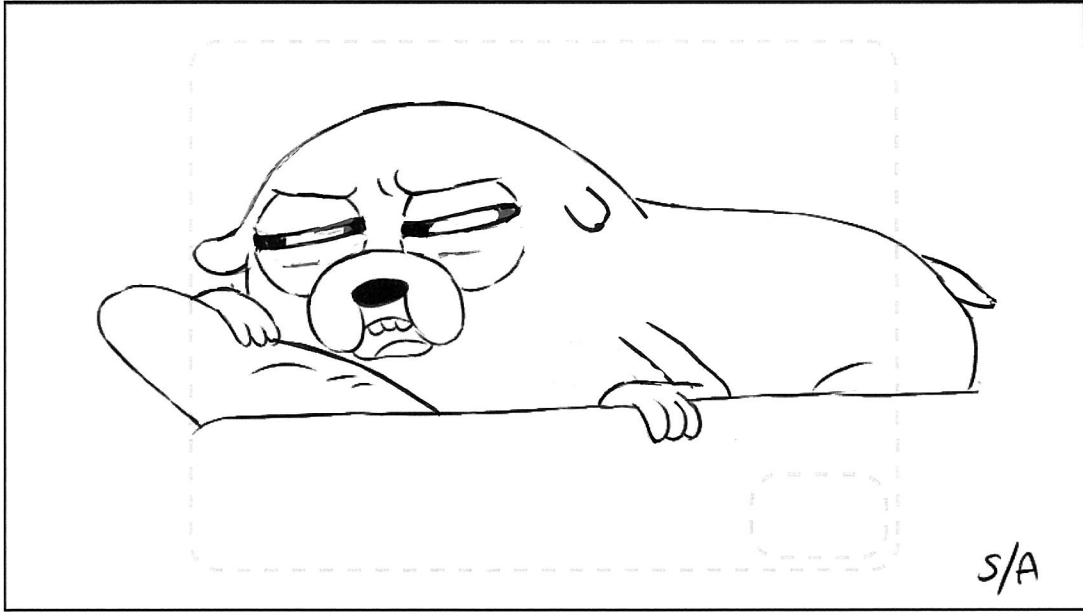


Sc. 10

Pnl. B

Bg.

day night



Sc. 11

Pnl. A

Bg.

day night



Dialog:	MAN ICE KING YOU BETTER ROLL ON.
Action:	
Timing:	

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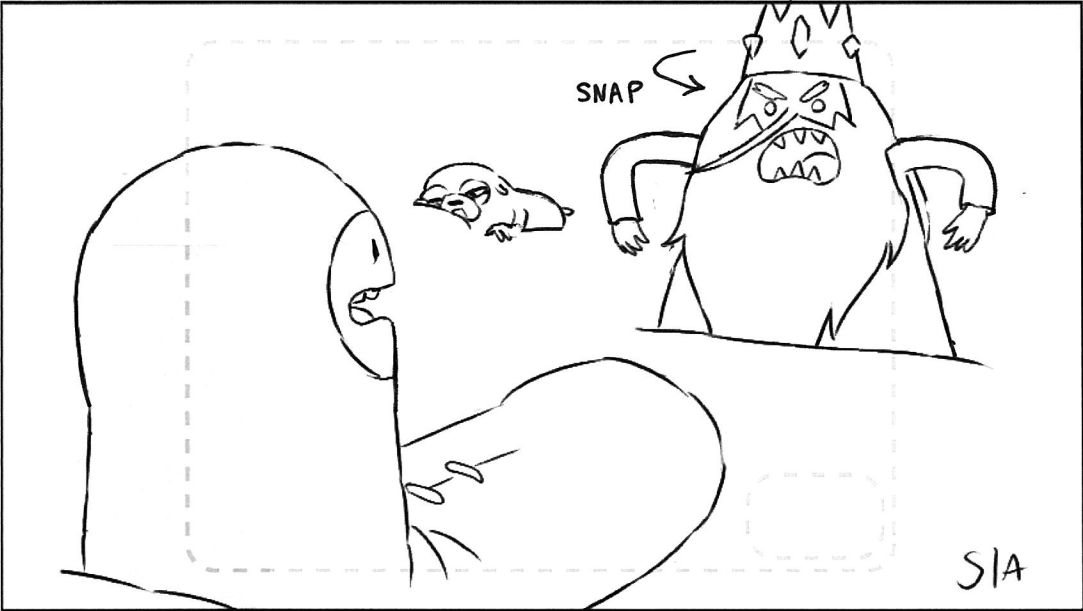


Sc. 11

Pnl. 3

Bg.

day night

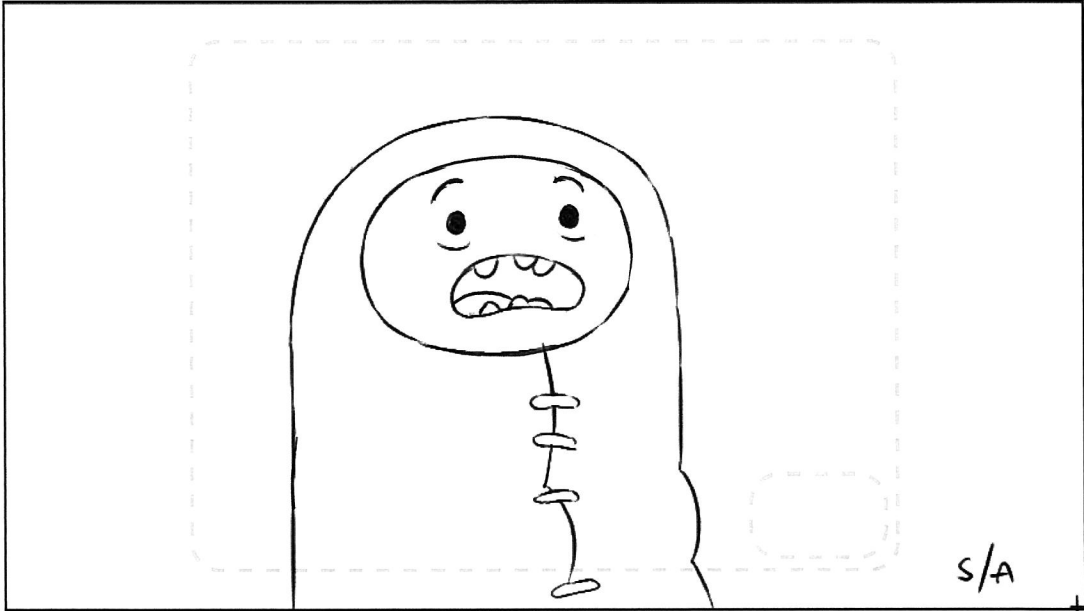


Sc. 12

Pnl. 4

Bg.

day night



Dialog:

I.K) WHERE ARE YOU HIDING HIM ?!

F) WHO?!

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

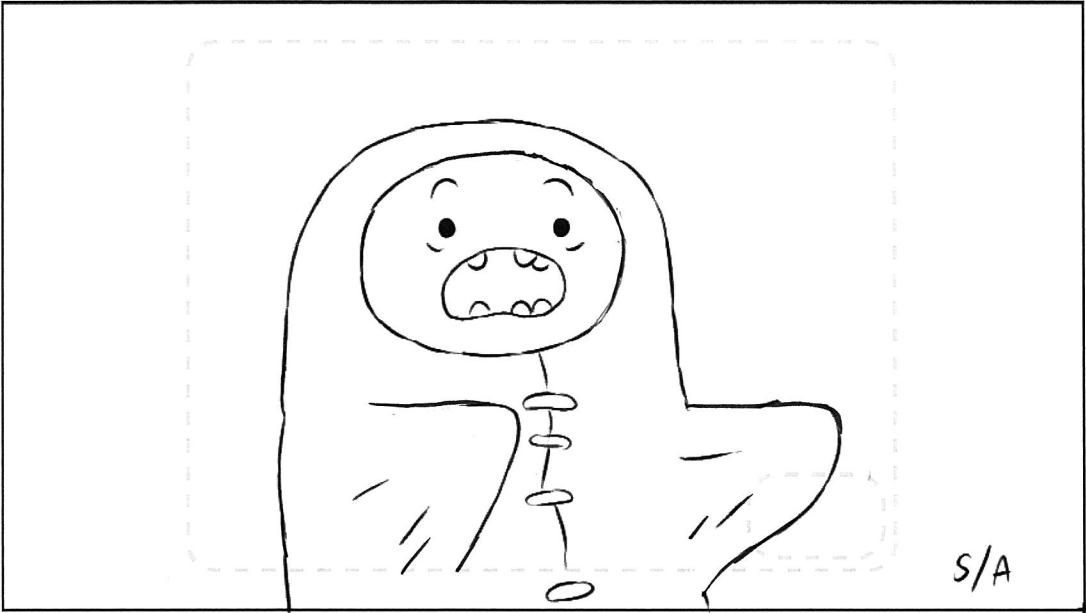


Sc. 12

Pnl. B

Bg.

day night

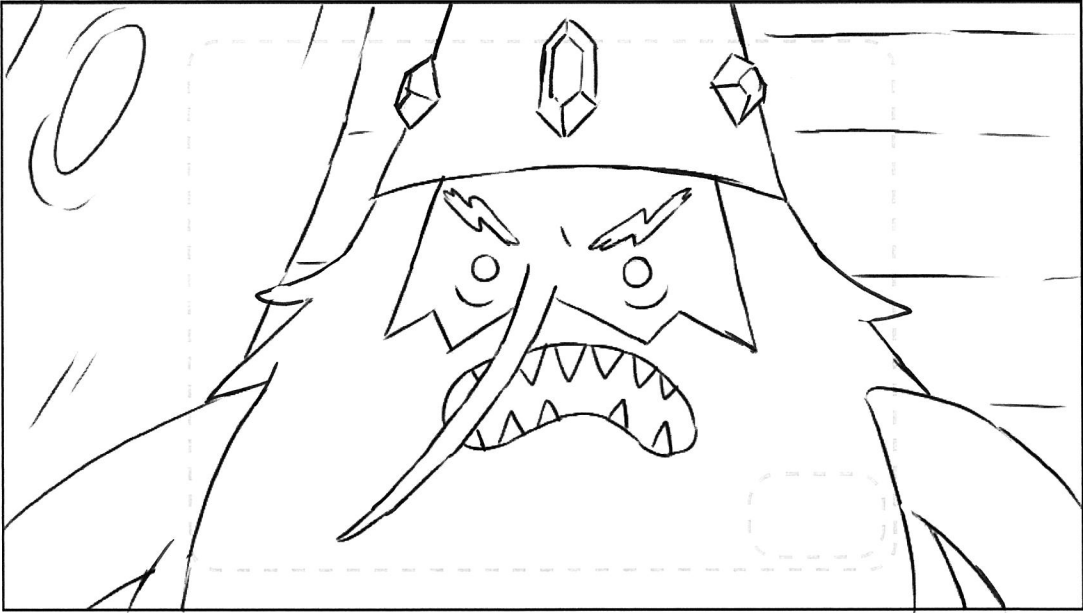


Sc. 13

Pnl. A

Bg.

day night



Dialog:

F) WHO ARE YOU TALKING ABOUT ?!

I.K) IT'S GUNTER !

Action:

Timing:

ADVENTURE TIME

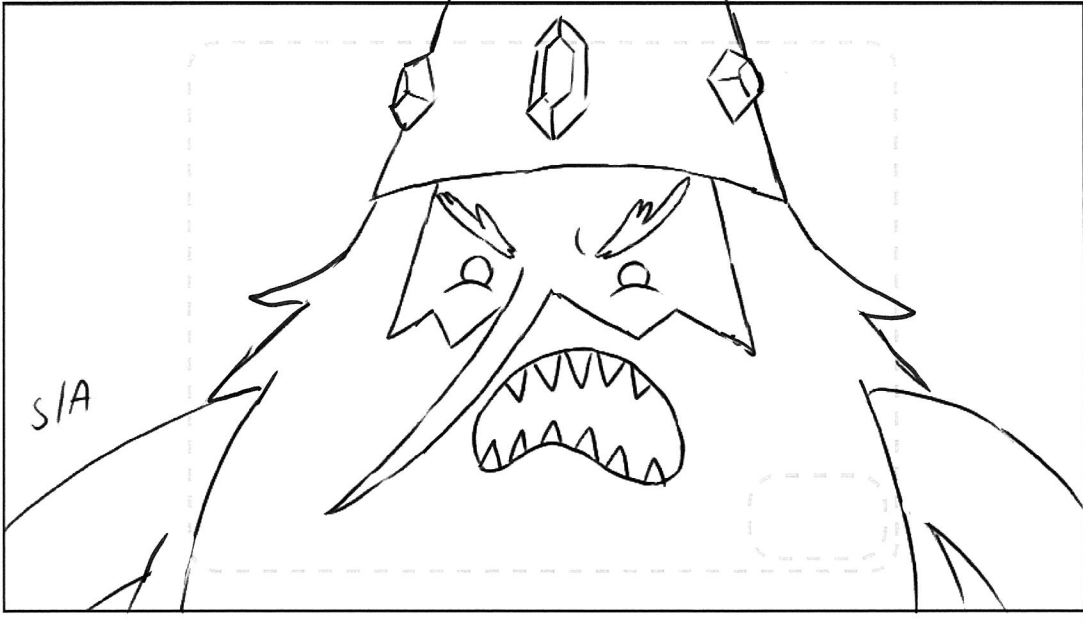


Sc. 13

Pnl. B

Bg.

day night

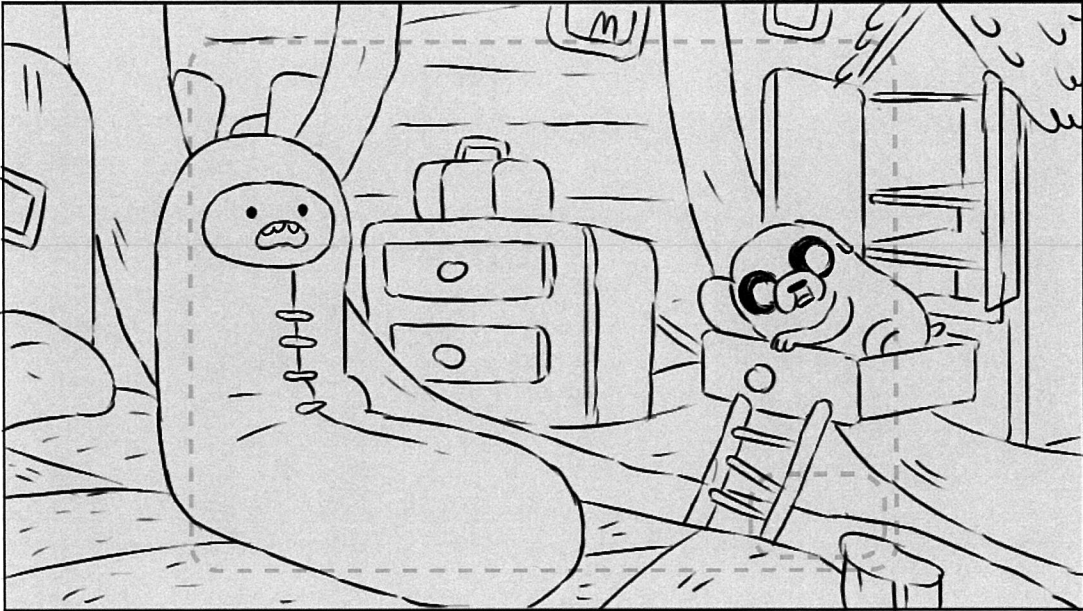


Sc. 14

Pnl. A

Bg.

day night



Dialog:

I.K) HE'S GONE MISSING !

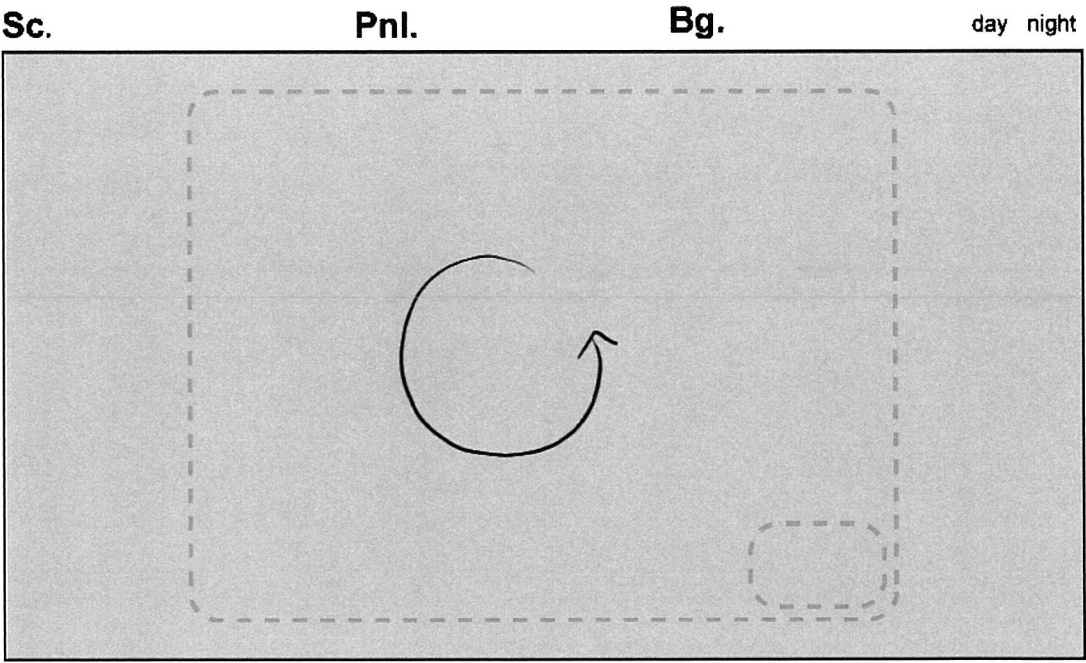
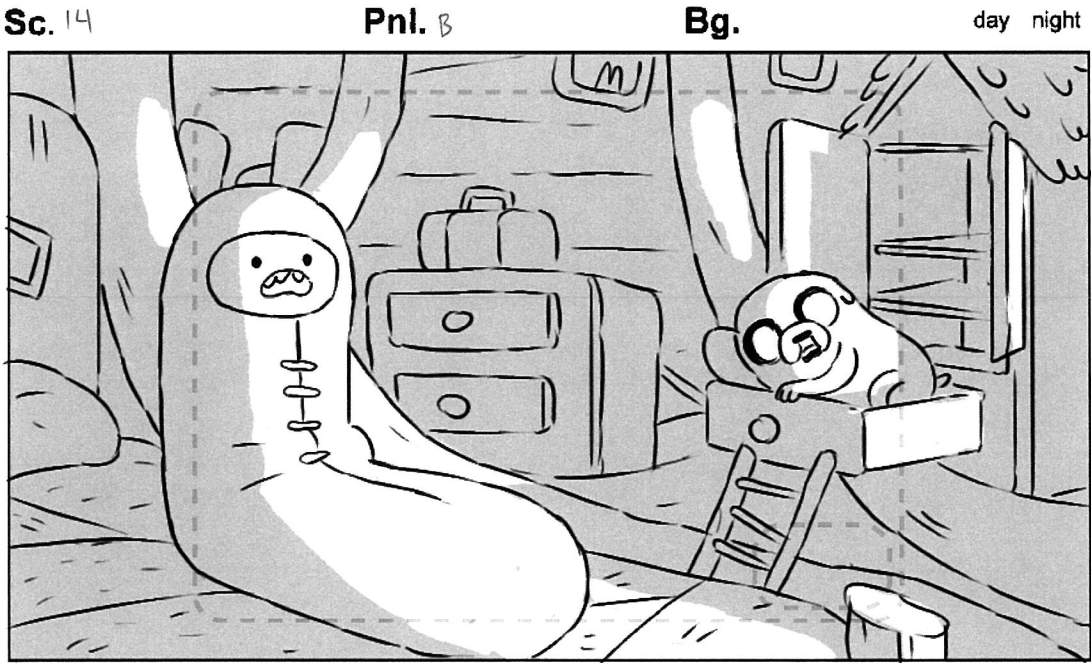
Action:

SP

Timing:

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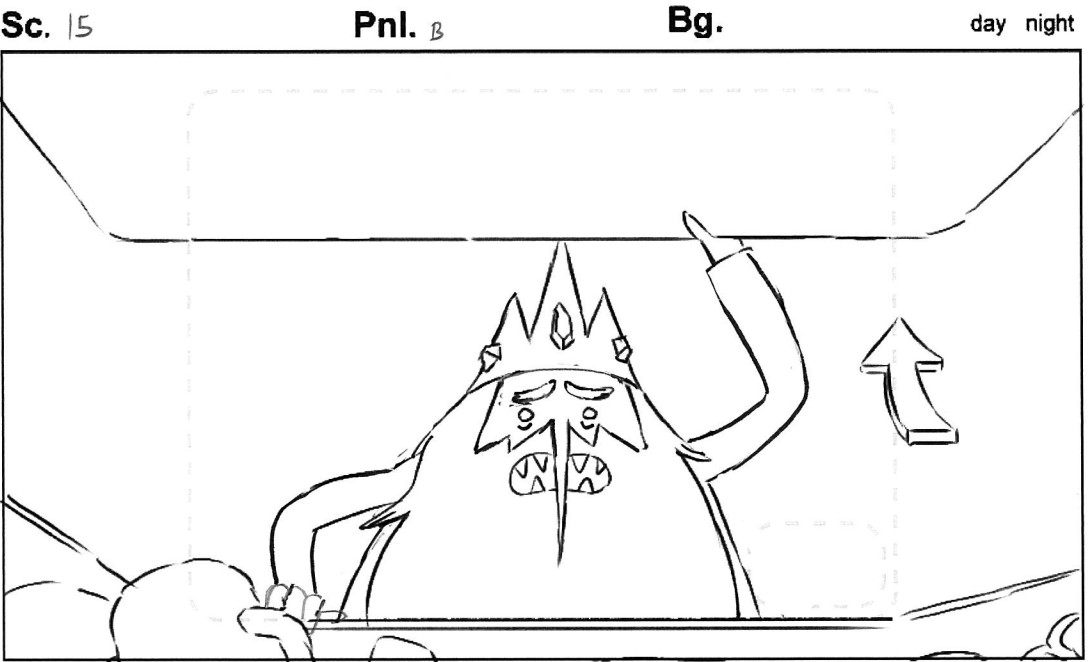
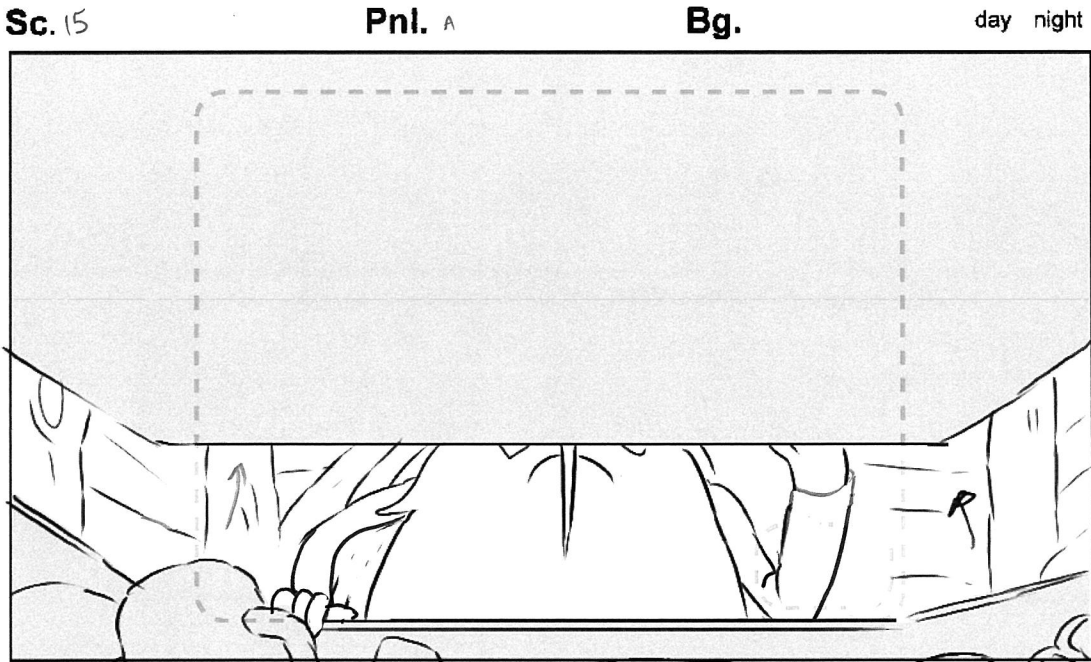
ADVENTURE TIME



Dialog:
Action: <div>[THUNDER BEAT]</div> <div>[WIPE TO BLACK]</div>
Timing:

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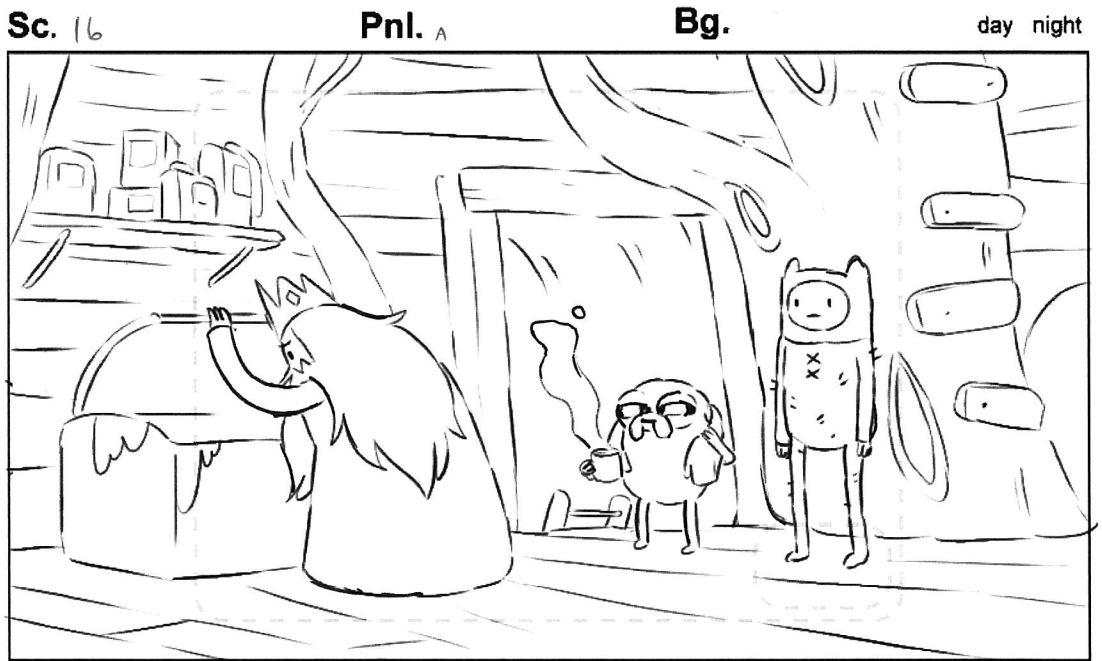
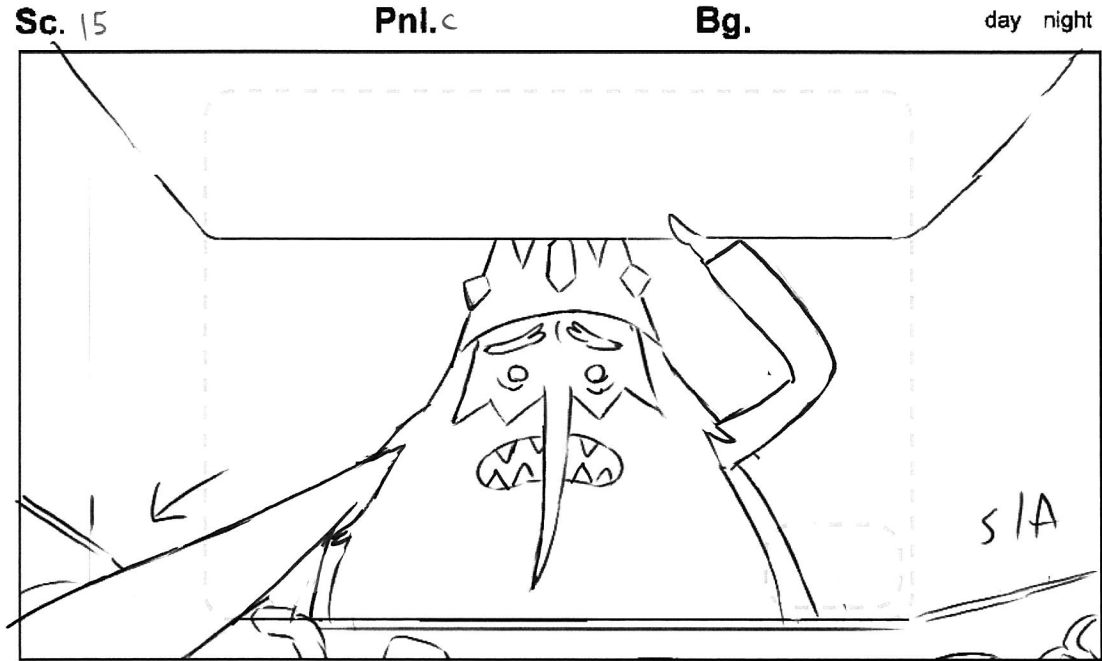


Dialog:	<u>I.K</u>) GOONTY my BOY ?!
Action:	-IK LIFTS FRIDGE DOOR
Timing:	

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ADVENTURE TIME



Dialog:	
<u>I.K</u>) YOU IN THERE GOONT2	(SP)
Action:	
- I.K REACHES INTO FRIDGE.	- I.K RUMMAGES.
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME

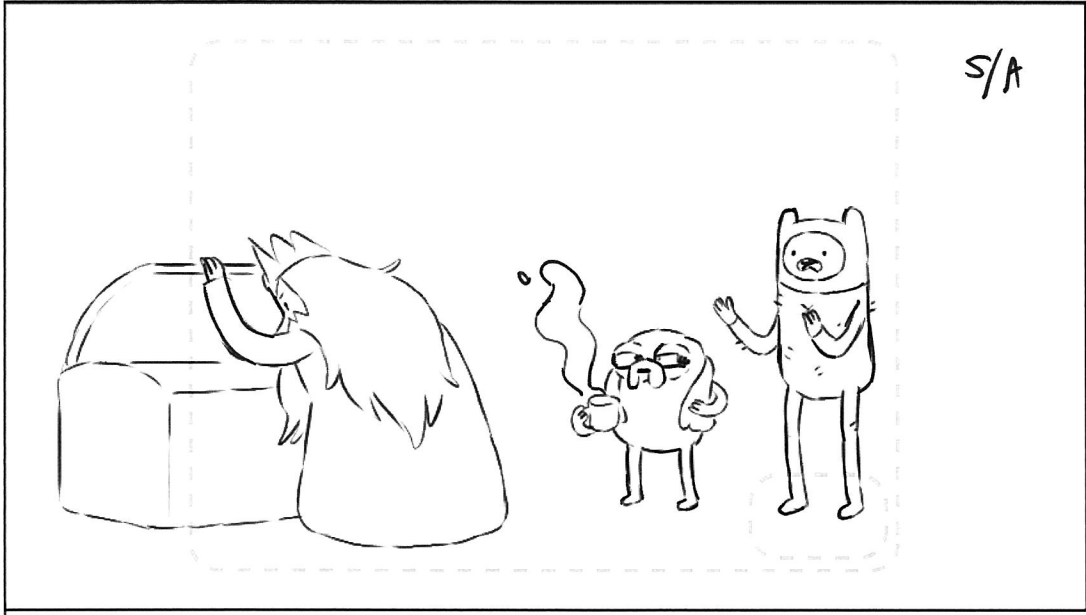


Sc. 16

Pnl. B

Bg.

day night



Sc. 16

Pnl. C

Bg.

day night



Dialog:

F) I.K. WE DIDN'T TAKE GUNTER

I.K) YEAH RIGHT, I KNOW
IT WAS YOU GUYS!

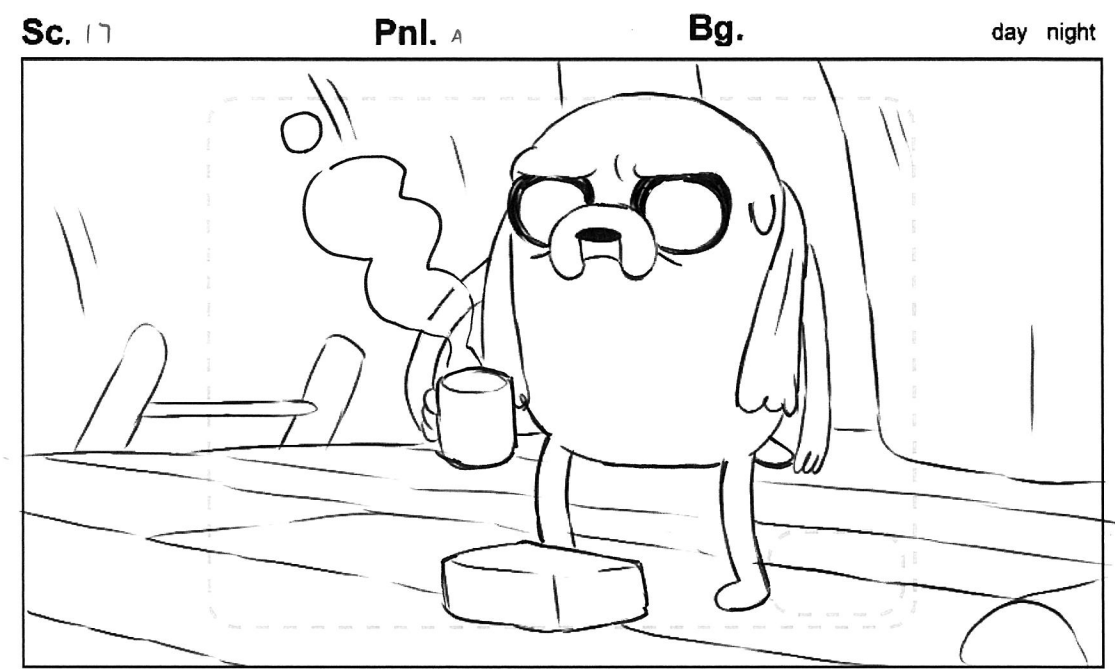
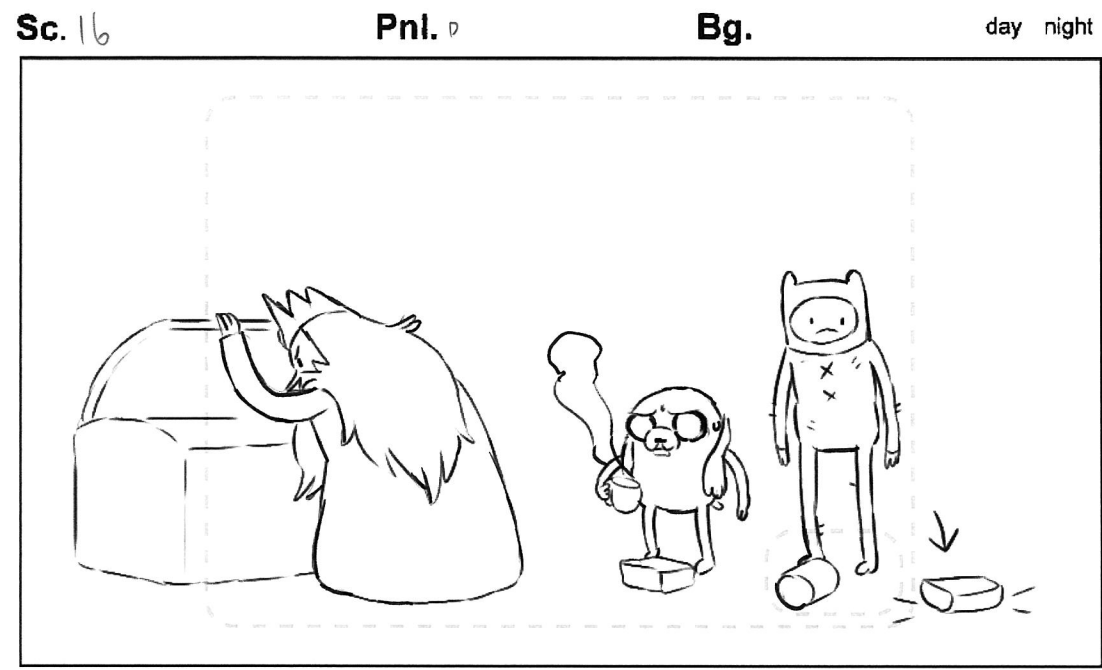
Action:



Timing:

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ADVENTURE TIME



Dialog:
(SP)
Action:
Timing:

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ADVENTURE TIME



Sc. 17 Pnl. 8 Bg. day night

S/A

Sc. 17 Pnl. 9 Bg. day night

S/A

Dialog:	J) HEY GET OUT OF THERE!	J) COME ON MAN. NOT THE FOOD. (SAD)
Action:	- J. LEANS OVER TO PICK UP FOOD	
Timing:		

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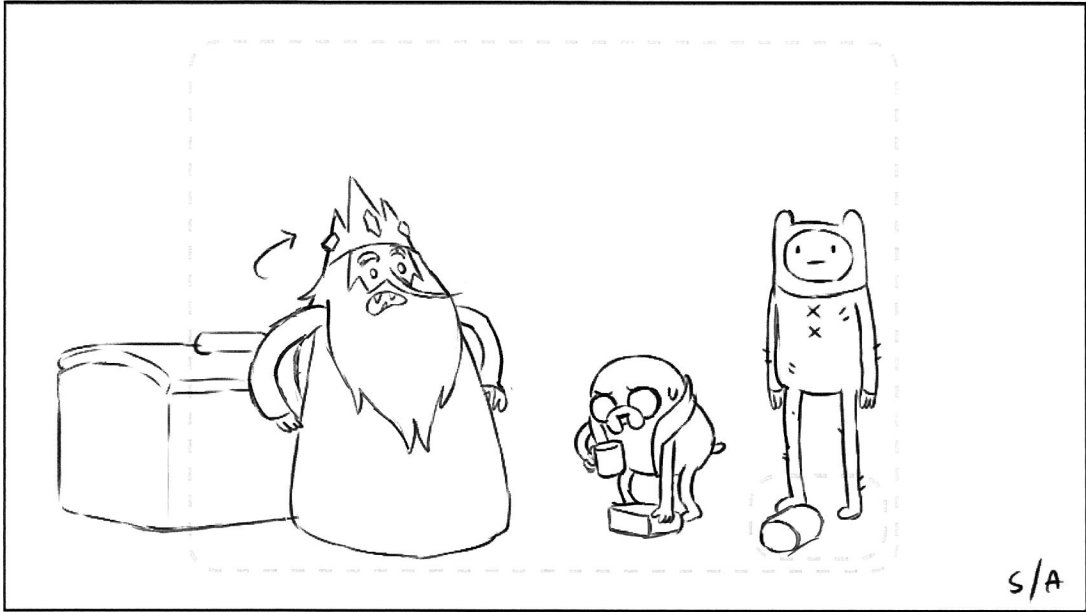


Sc. 18

Pnl. A

Bg.

day night

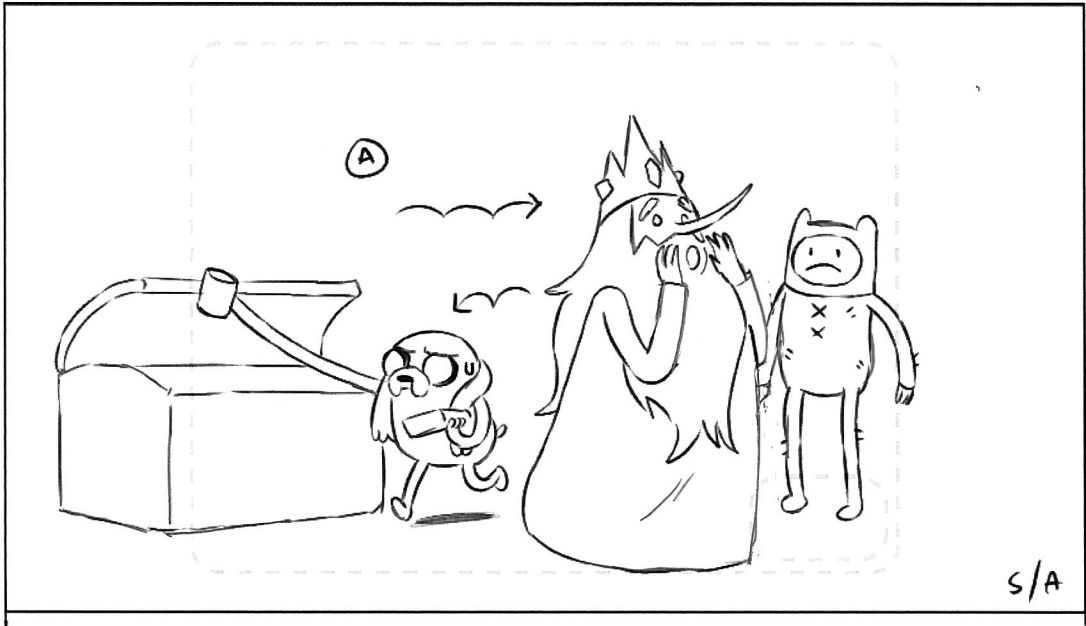


Sc. 18

Pnl. B

Bg.

day night



Dialog:

I.K) DADDY'S HERE TO SAVE
YOU GUNTER!

Action:

-J. PICKS UP FOOD.

-J. WALKS PAST IK

Timing:

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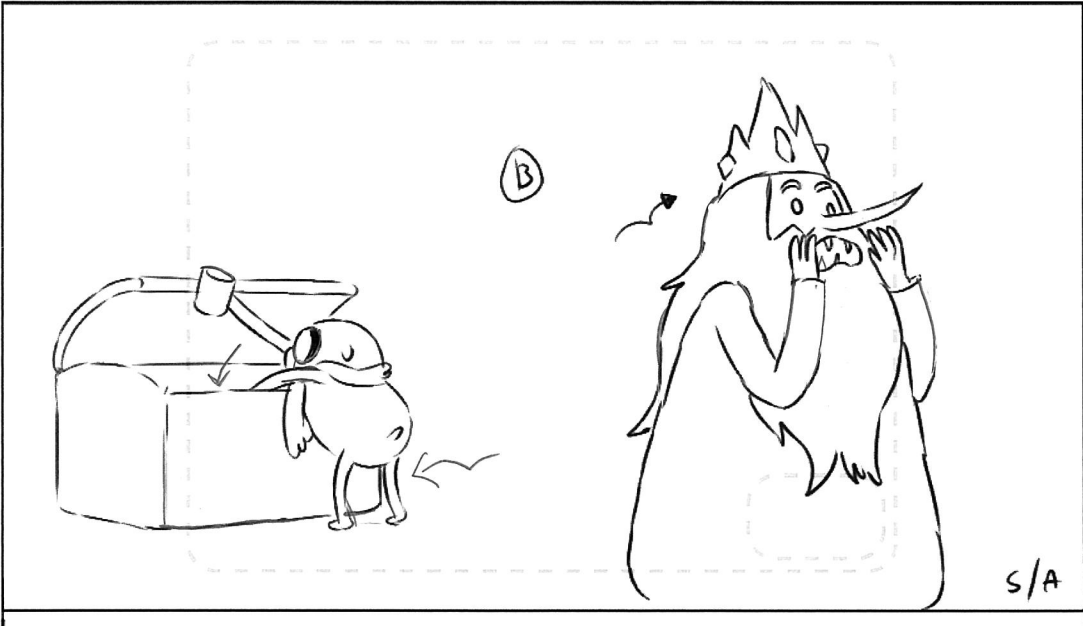


Sc. 18

Pnl. c

Bg.

day night

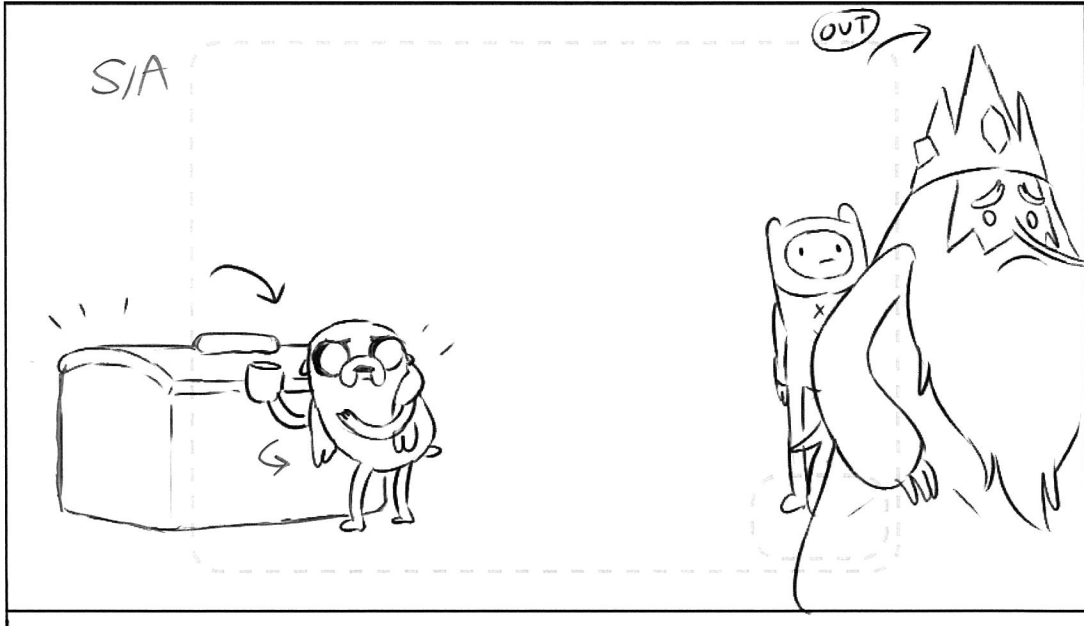


Sc. 18

Pnl. d

Bg.

day night



Dialog:	
SFX: *SHUT*	
Action:	- J. PUTS FOOD BACK IN FRIDGE - IK WALKS OFF/S. - J. SHUTS FRIDGE AND TURNS.
Timing:	

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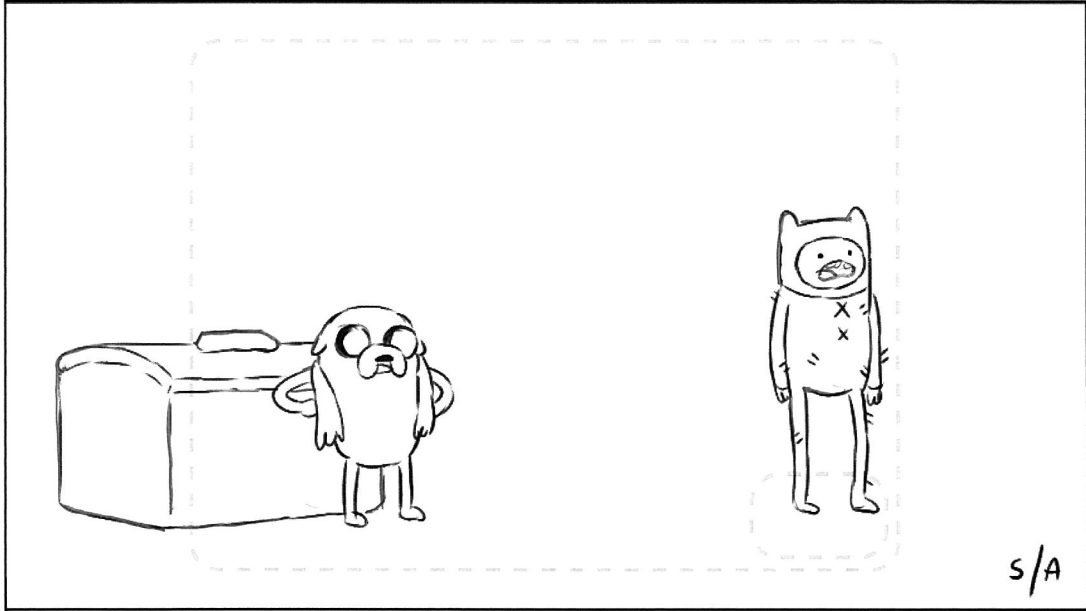


Sc. 18

Pnl. E

Bg.

day night

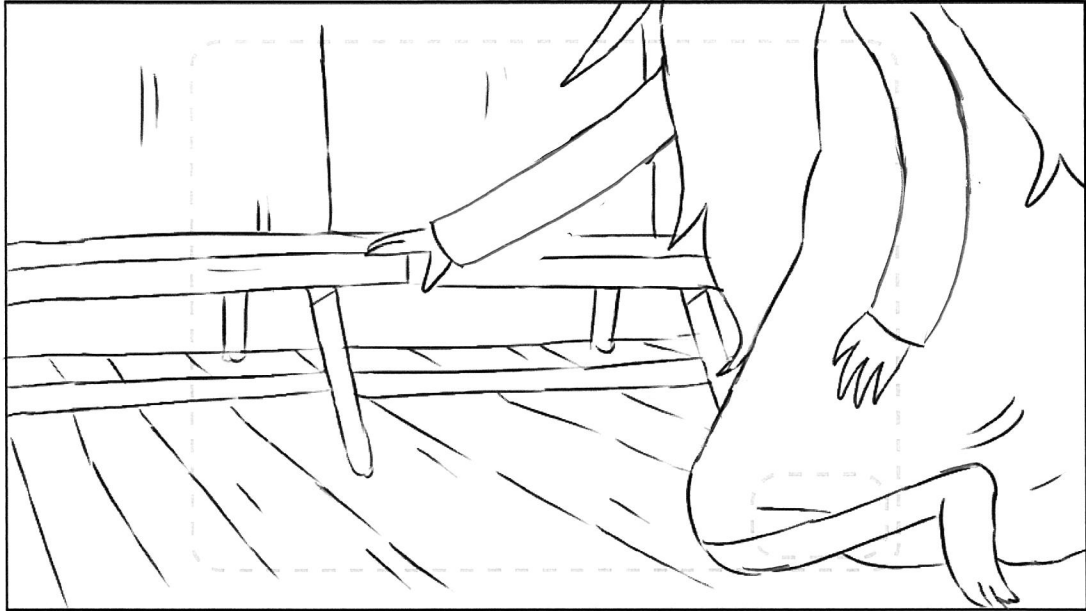


Sc. 19

Pnl. A

Bg.

day night



Dialog:	FJ WHAT MAKES YOU THINK <u>WE</u> TOOK HIM?
Action:	S.P.
Timing:	

ADVENTURE TIME



Sc. 19

Pnl. B

Bg.

day night



Sc. 19

Pnl. C

Bg.

day night



Dialog:

I.K.) I KNOW IT WAS YOU
BECAUSE IT'S OBVIOUS.

Action:

- I.K. PEEKS UNDER COUCH.

- I.K. LOOKS BACK.

Timing:

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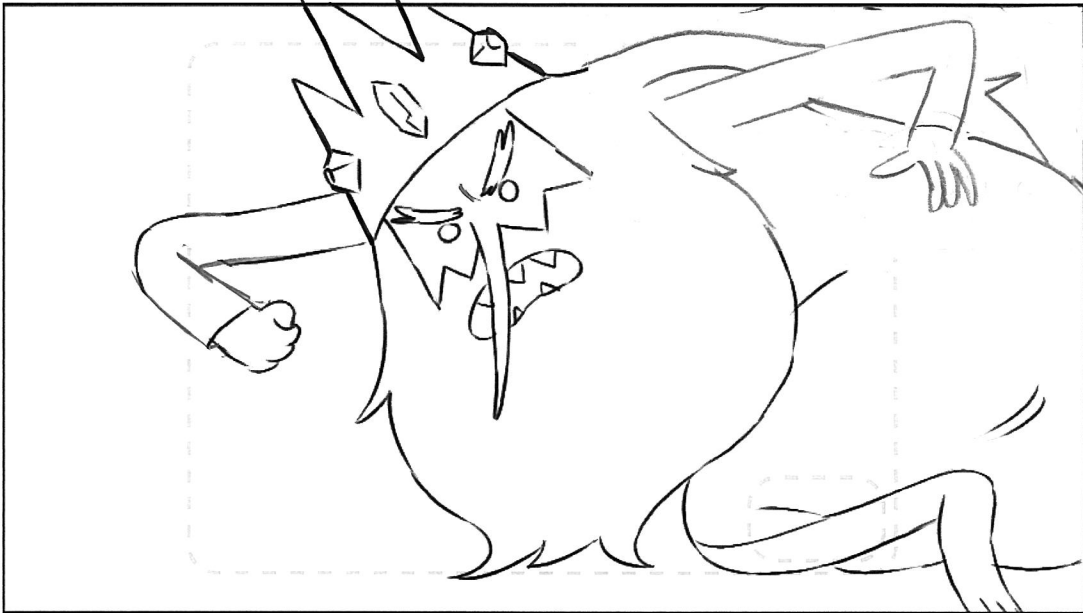


Sc. 19

Pnl. D

Bg.

day night

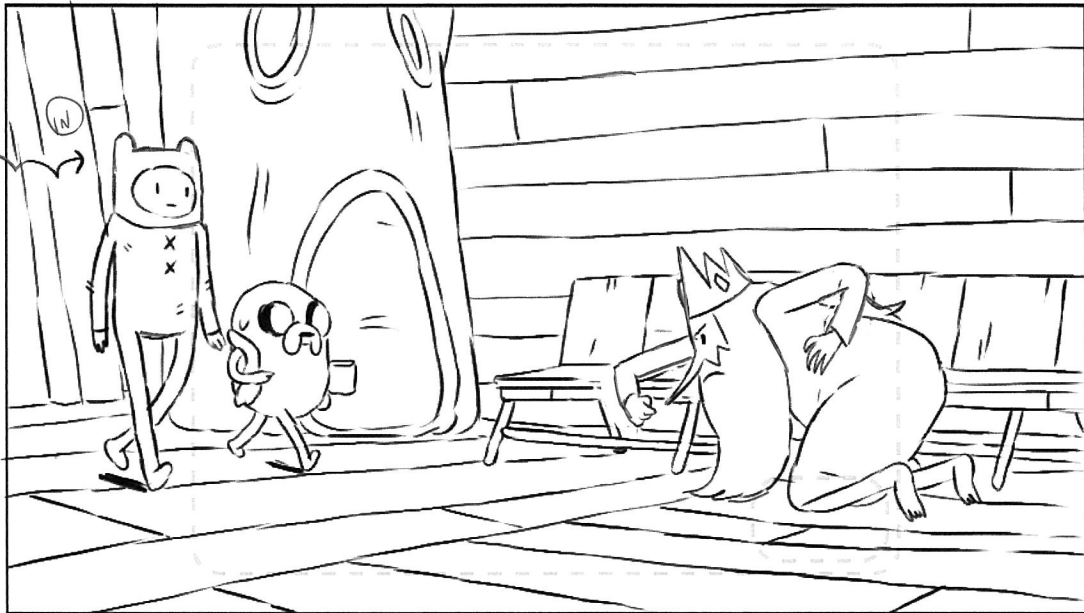


Sc. 20

Pnl. A

Bg.

day night



Dialog:

I.K)

YOU TOOK GUNTER,
BECAUSE GUNTER IS LIKE
YOUR JAKE.

Action:

- F+J WALK ON/S.

Timing:

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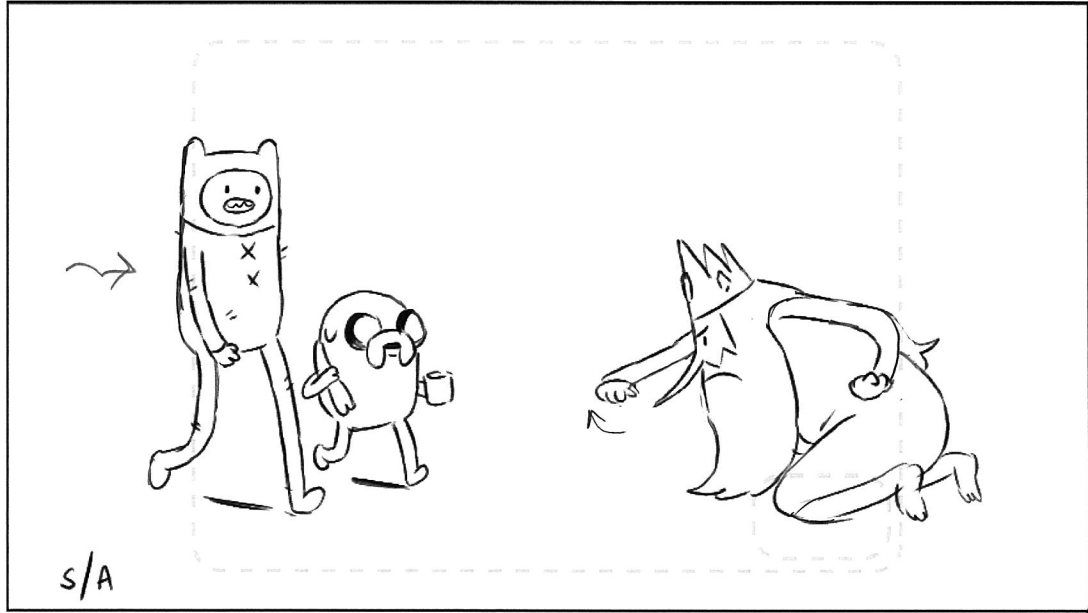


Sc. 20

Pnl. B

Bg.

day night

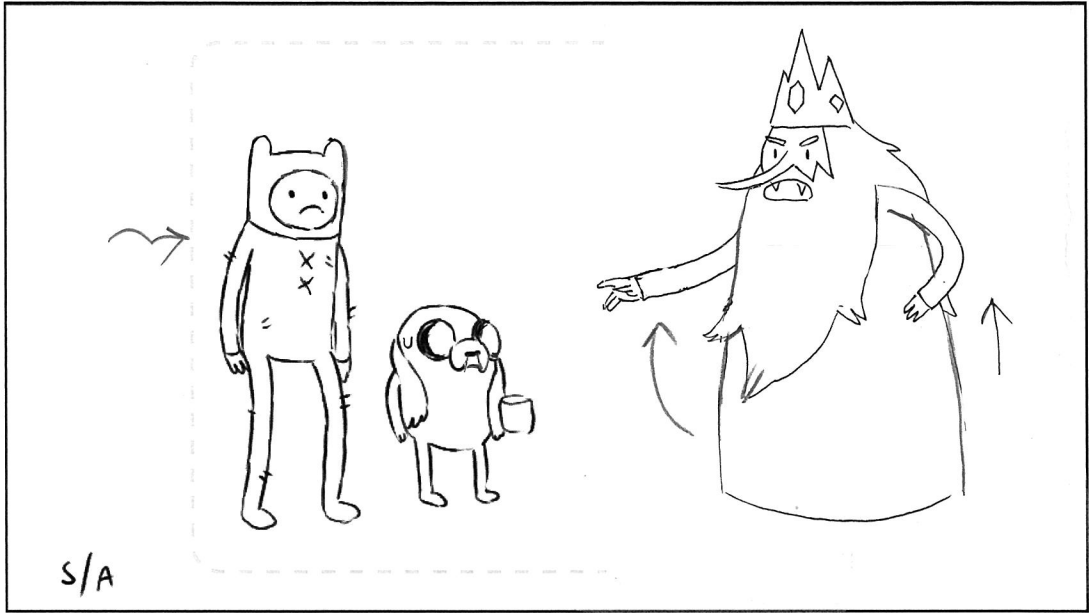


Sc. 20

Pnl. C

Bg.

day night



Dialog:

F) WAIT WHAT ?

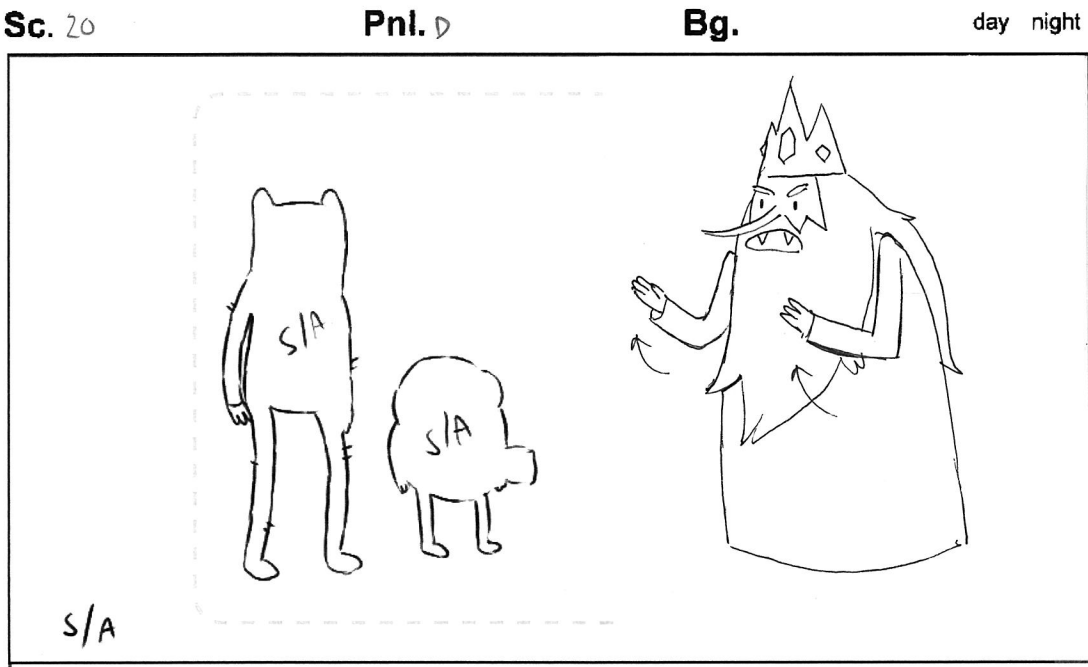
I.K) (RAMBLING) OR MAYBE GUNTER'S LIKE
YOUR FINN - I DON'T KNOW
WHICH ONE OF YOU IS IN
CHARGE ?! (SUPER FAST)

Action:

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog: I.K) (RAMBLING) OR MAYBE GUNTER'S LIKE
YOUR FINN. - I DON'T KNOW
WHICH ONE OF YOU IS IN
CHARGE ?! (SUPER FAST)

I.K) IT DOESN'T MATTER !

Action:

Timing:

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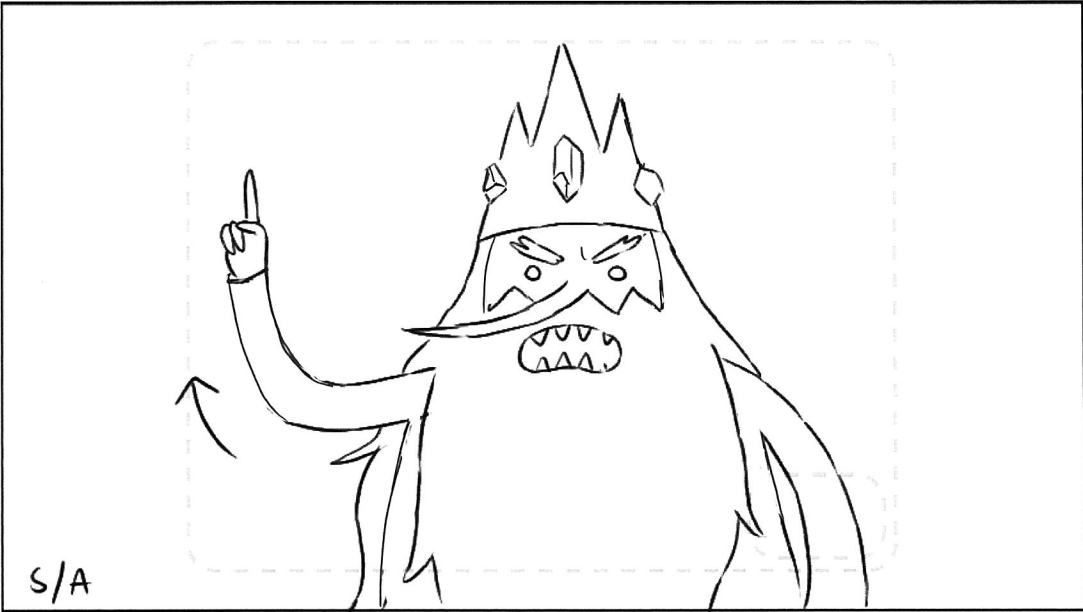


Sc. 21

Pnl. B

Bg.

day night

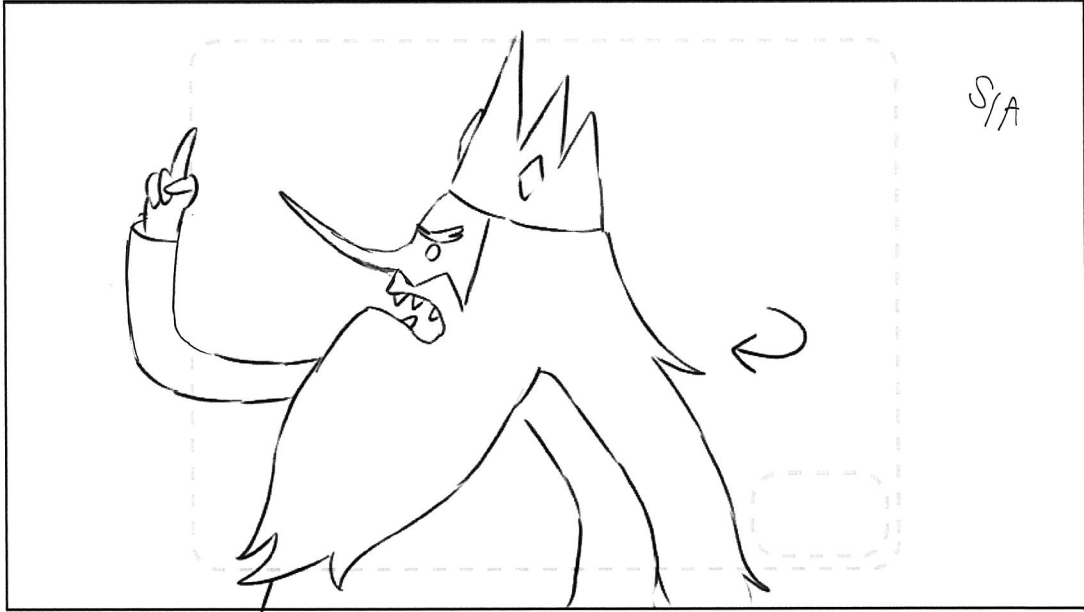


Sc. 21

Pnl. C

Bg.

day night



Dialog:

I.K) THE POINT IS !

I.K) YOU GUYS HAVE ALWAYS
RESENTED US FOR THAT
FACT.

Action:

- I.K STARTS PACING

Timing:

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Production :

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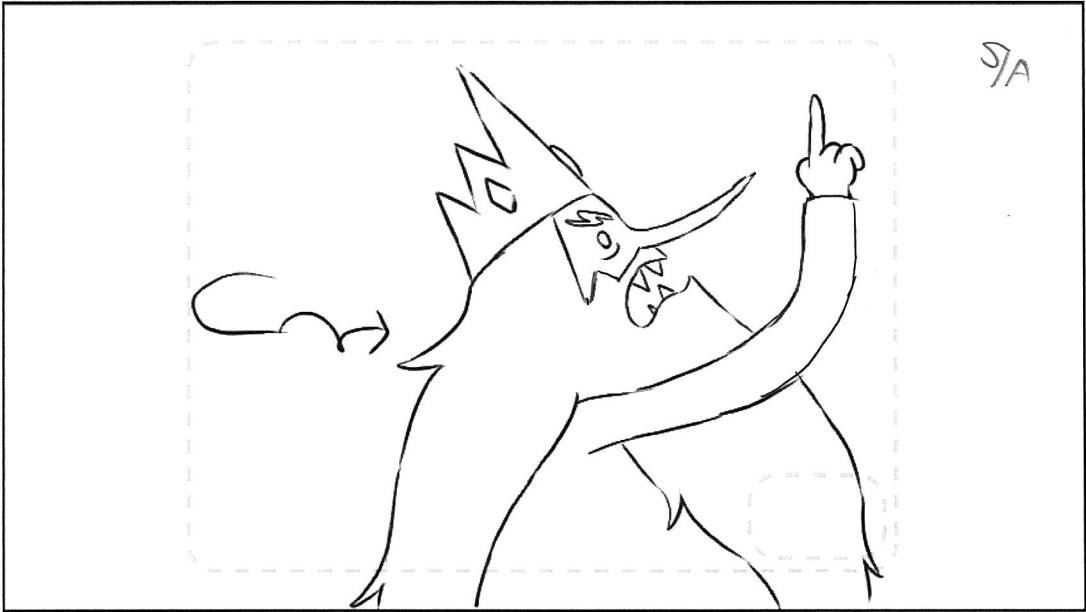


Sc. 21

Pnl. D

Bg.

day night

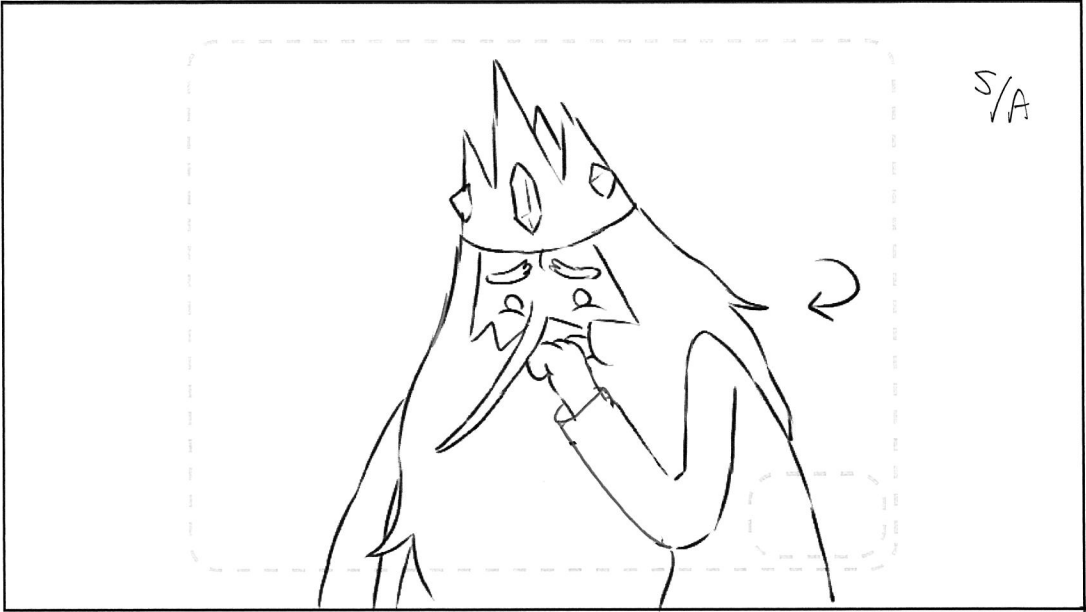


Sc. 21

Pnl. E

Bg.

day night



Dialog:

I.K) AND THAT RIGHT THERE
CONSTITUTES MOTIVE ...
(GETS CHOKED UP TOWARDS THE END)

Action:

[FIGHTING BACK TEARS]

Timing:

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Production :

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ADVENTURE TIME



Sc. 21

Pnl. F

Bg.

day night



Dialog:

I.K) AND CONSPIRACY TO HARM
MY LITTLE ROAD DOG →

Action:

Timing:

Sc. 21

Pnl. 6

Bg.

day night



I.K) → GUNTER !! (CRYING)

- I.K COLLAPSES INTO CHAIR, CRYING
- ADJ. W/ACTION

Production :

ADVENTURE TIME

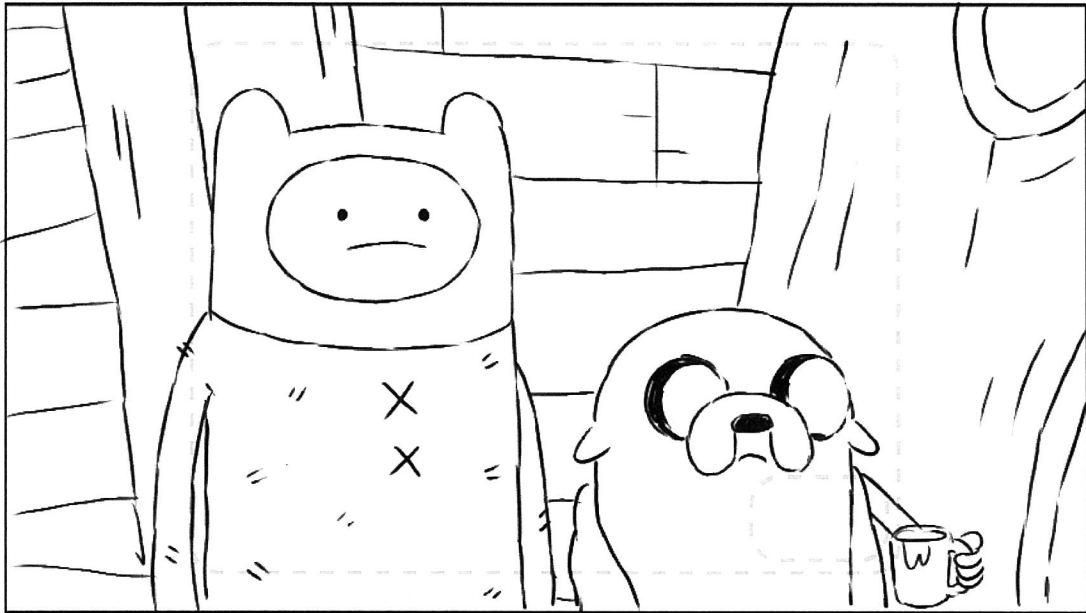


Sc. 22

Pnl. A

Bg.

day night

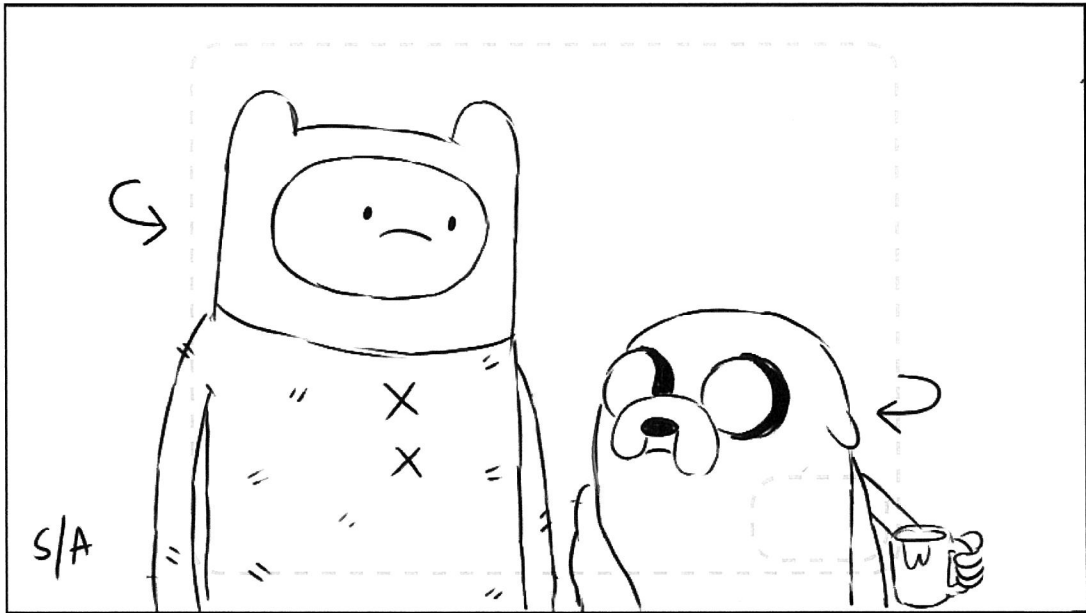


Sc. 22

Pnl. B

Bg.

day night



Dialog:

JK: (O/S CRYING CONT'D)

Action:

-F, J LOOK AT EACH OTHER.

Timing:

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ADVENTURE TIME

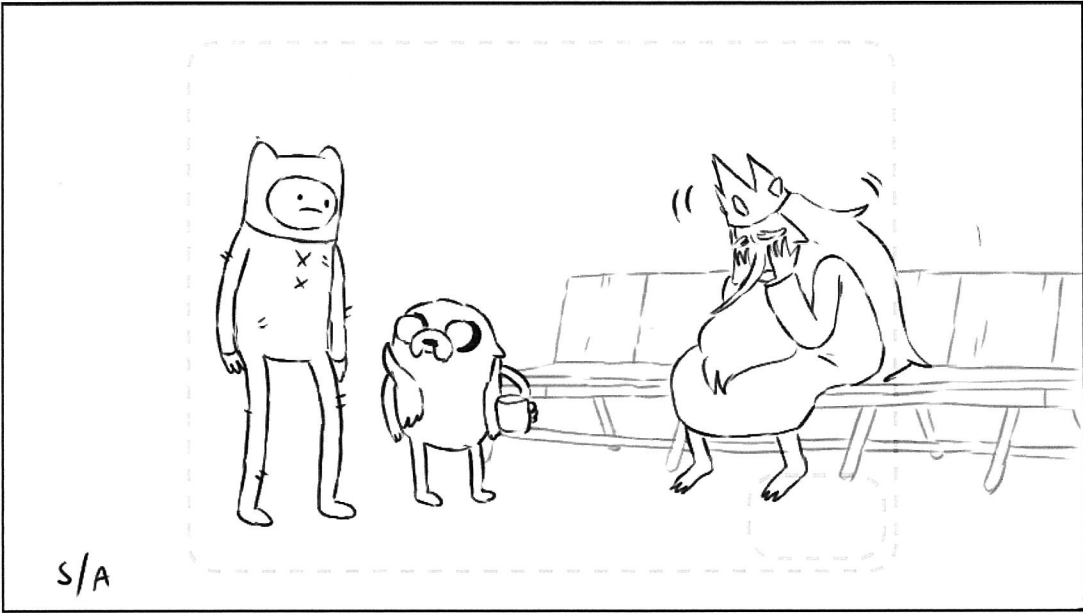


Sc. 23

Pnl. A

Bg.

day night

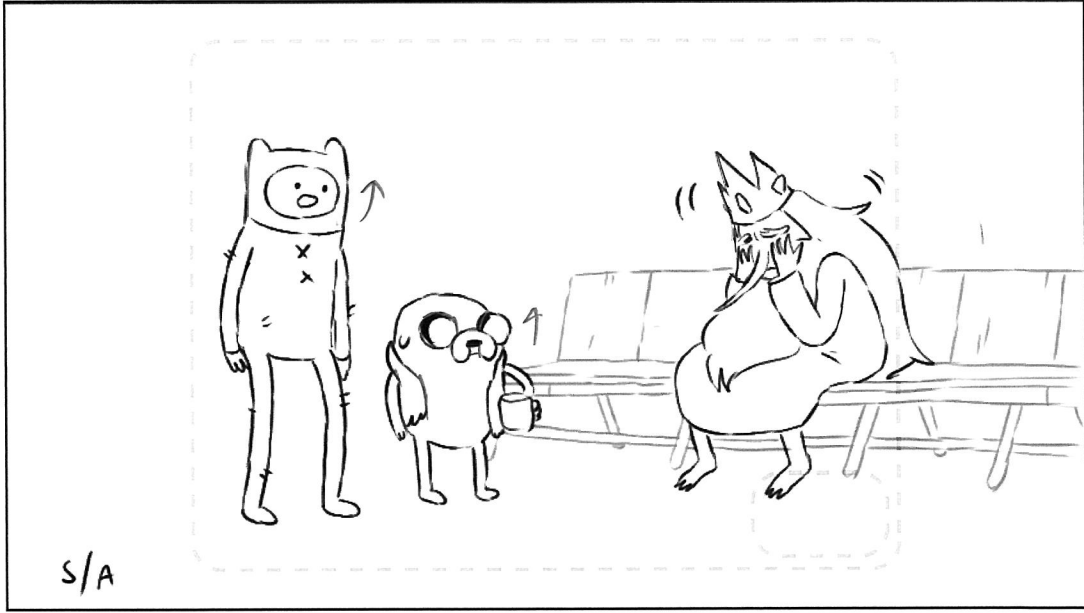


Sc. 23

Pnl. B

Bg.

day night



Dialog:	(SP)	F) WELL, DO YOU WANNA TELL US WHAT HAPPENED?
Action:		
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME

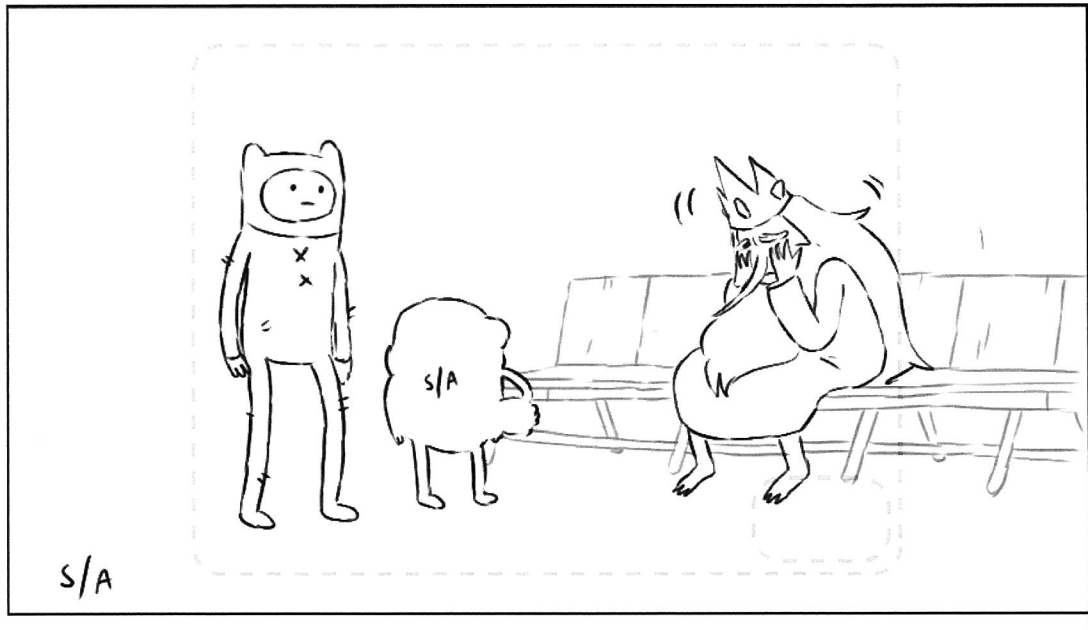


Sc. 23

Pnl. c

Bg.

day night



Sc. 24

Pnl. A

Bg.

day night



Dialog:	<u>I.K</u>) (CRYING)
Action:	(SP)
Timing:	

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ADVENTURE TIME



Sc. 24

Pnl. B

Bg.

day night



Sc. 25

Pnl. A

Bg.

day night



Dialog:	<u>J</u>) ICE KING, COME ON MAN.		<u>I.K</u>) (CRYING) NO (CRY CONT'D)
Action:			
Timing:			

ADVENTURE TIME

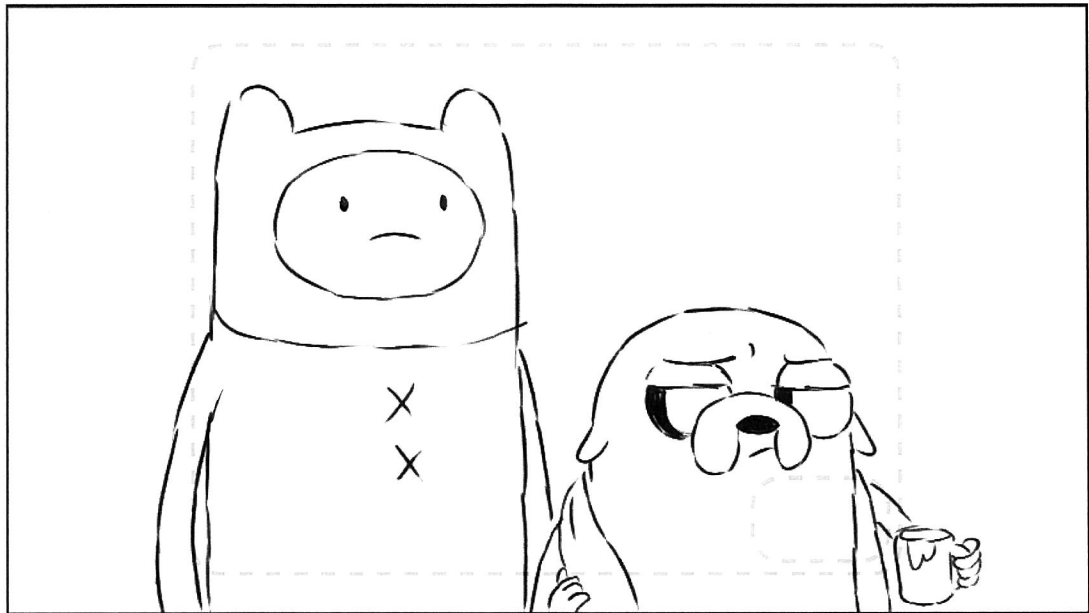


Sc. 26

Pnl. A

Bg.

day night

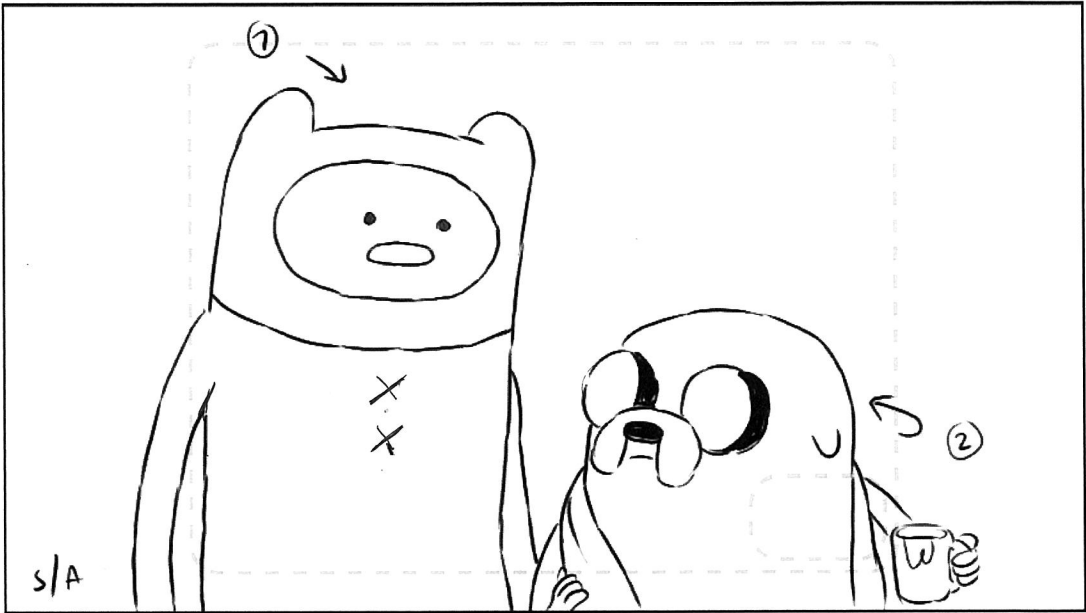


Sc. 26

Pnl. B

Bg.

day night



Dialog:	F) HEY MAN , DO YOU THINK YOU COULD LIKE, TURN INTO A LITTLE GUNTER AND ... (QUETLY)
Action:	- F,J LOOK AT EACH OTHER AGAIN
Timing:	

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ADVENTURE TIME

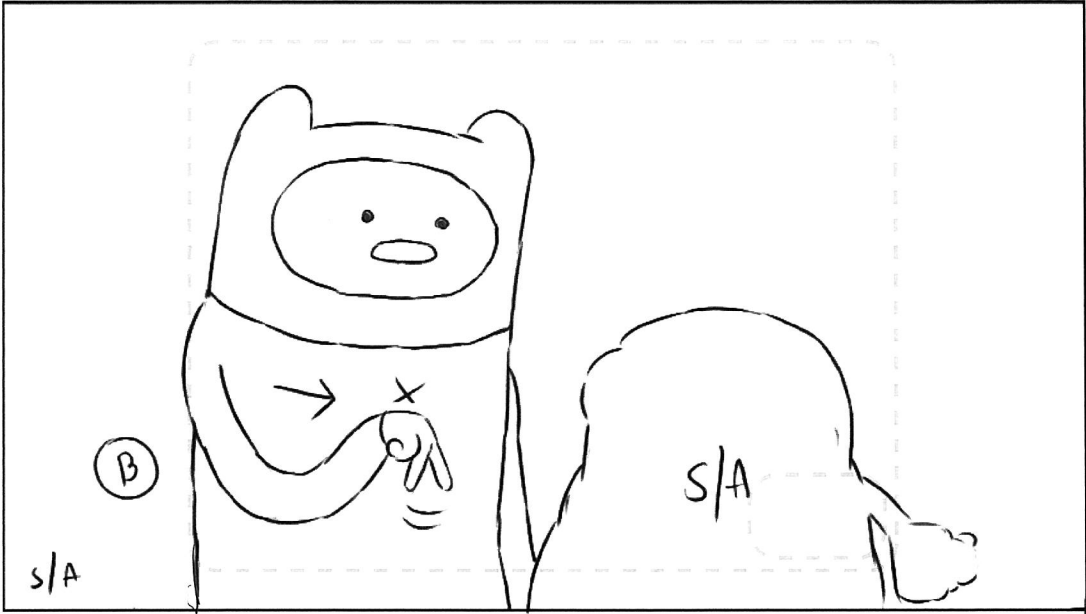


Sc. 26

Pnl. c

Bg.

day night

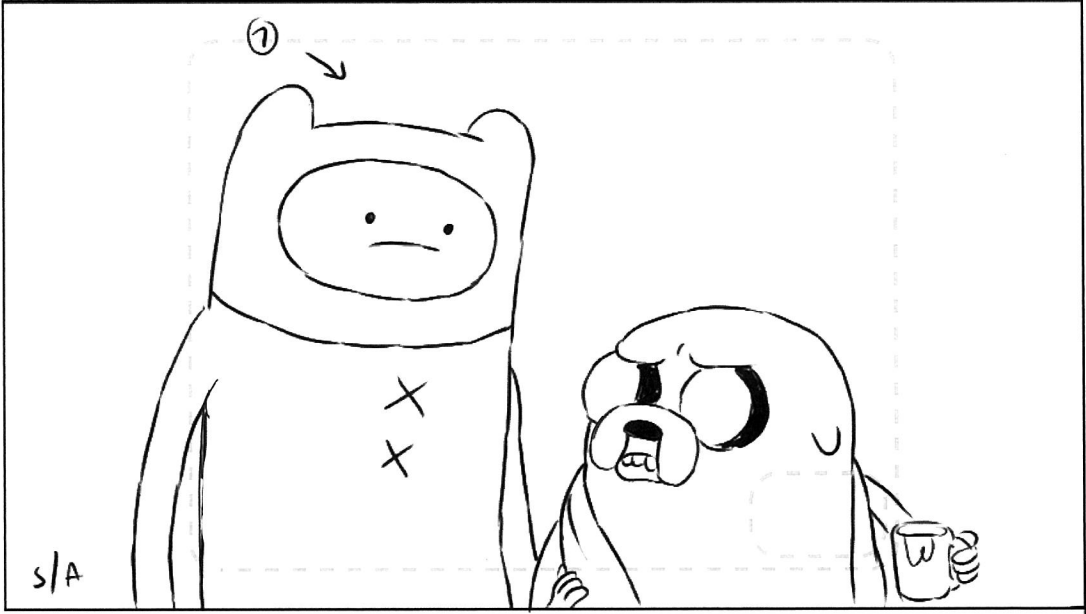


Sc. 26

Pnl. d

Bg.

day night

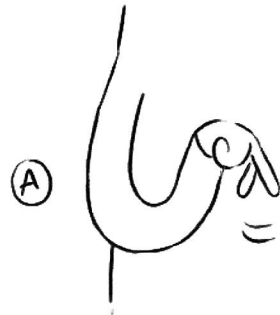


Dialog:

F, ... AND GO OVER TO HIM

J, WHAT?

Action:

(A)  [MOTIONS W. FINGERS]

Timing:

ADVENTURE TIME



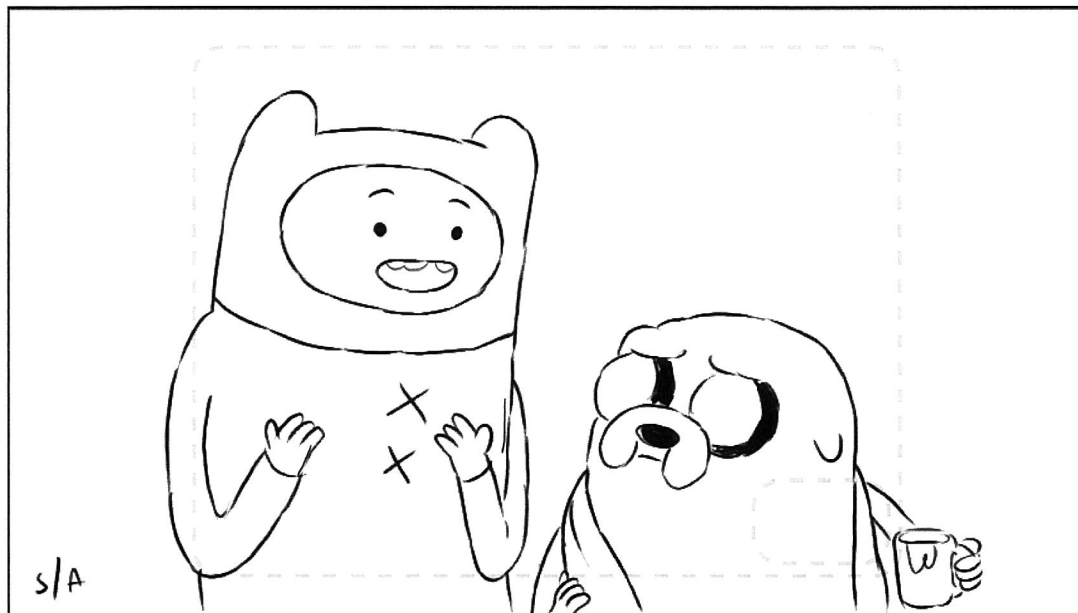
Page 38

Sc. 26

Pnl. E

Bg.

day night

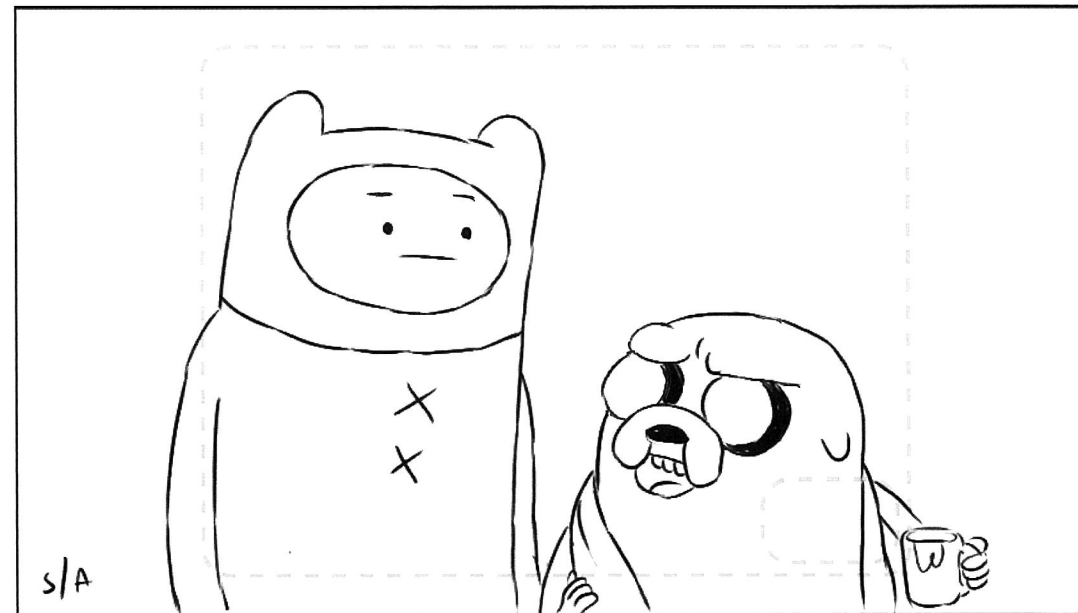


Sc. 26

Pnl. F

Bg.

day night



Dialog:

F IT MIGHT MAKE HIM FEEL
BETTER, IF YOU TAKE THE FORM
OF A LITTLE GUNTER (MUMBLED) / INTERRUPTED

J : THAT'S GONNA BE
KIND OF WEIRD

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



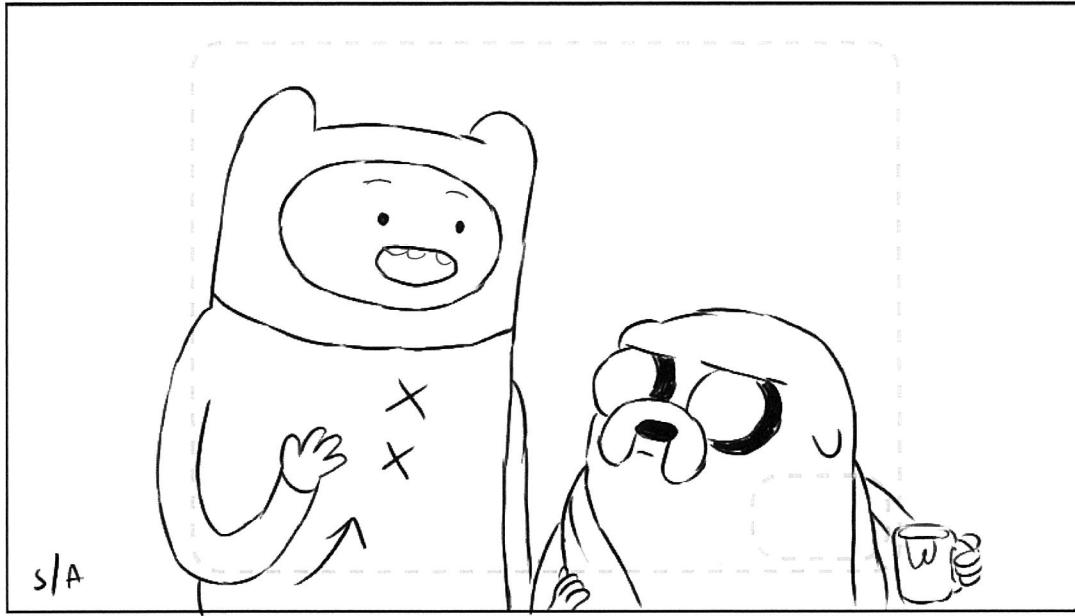
Page 39

Sc. 26

Pnl. G

Bg.

day night

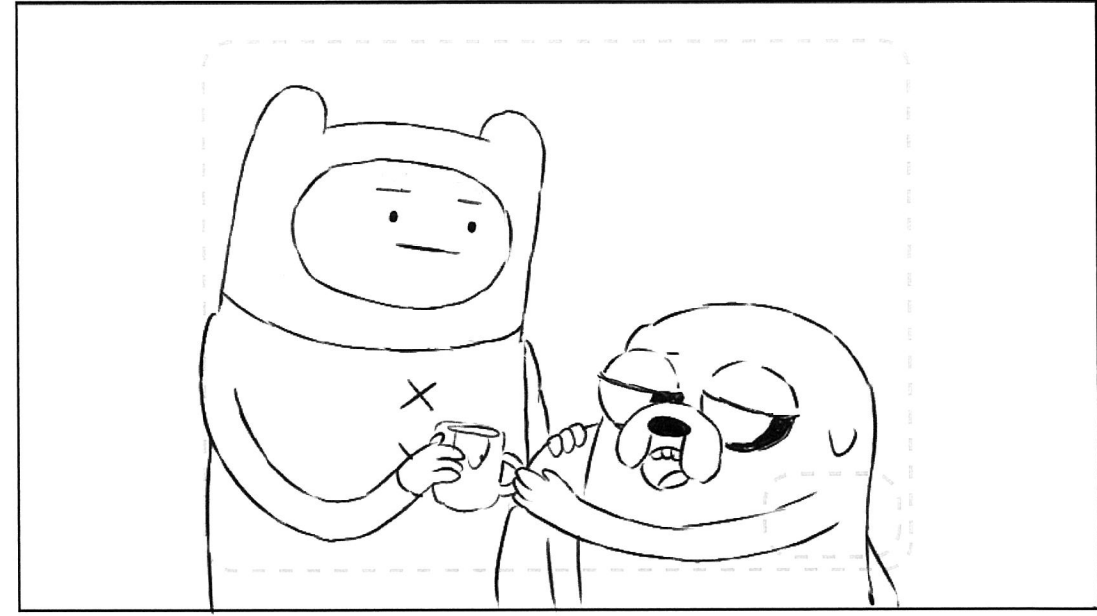


Sc. 26

Pnl. H

Bg.

day night



Dialog:

F) YEAH, BUT IT'LL CALM
HIM DOWN, SO /

J) ALRIGHT. ALRIGHT
ALRIGHT ... (FAST)

Action:

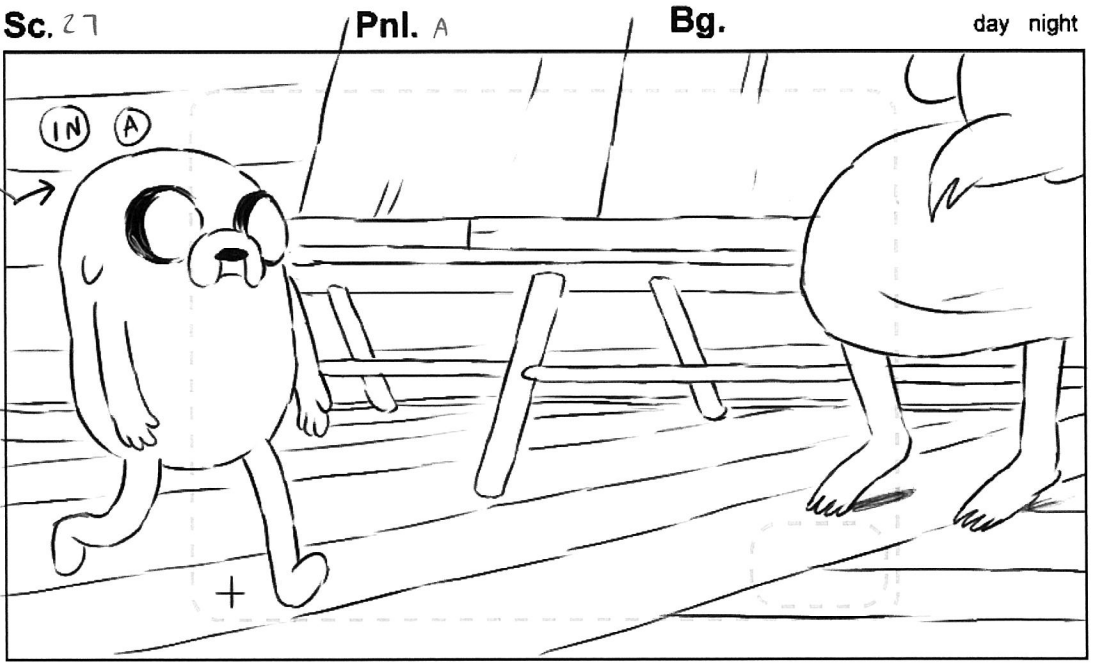
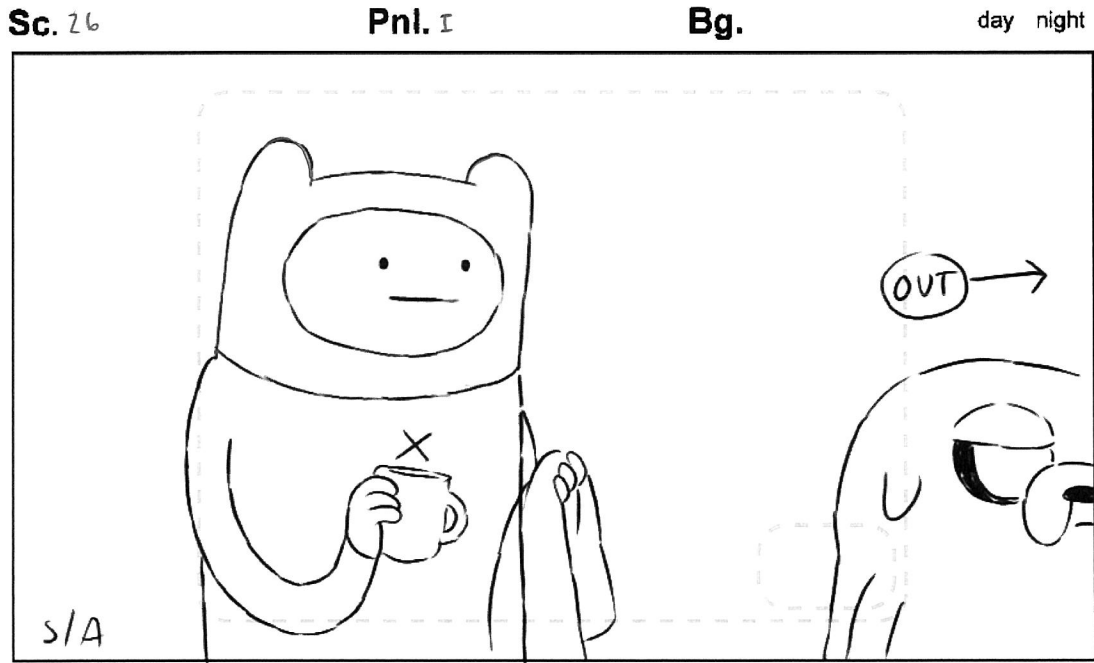
Timing:

EPISODE # 1034-221


Production :

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ADVENTURE TIME



Dialog:	
Action:	-J WALKS OFF/S
Timing:	



-J. STRETCHES

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ADVENTURE TIME



Sc. 27

Pnl. B

Bg.

day night



Sc. 28

Pnl. A

Bg.

day night



Dialog:

J) WENK WENK (LIKE JAKE)

I.K) (GASP!)

Action:

-J. FORMS INTO PENGUIN SHAPE.

Timing:

SP



EPISODE # 1034-221

Production :

ADVENTURE TIME



Page 42

Sc. 28

Pnl. B

Bg.

day night

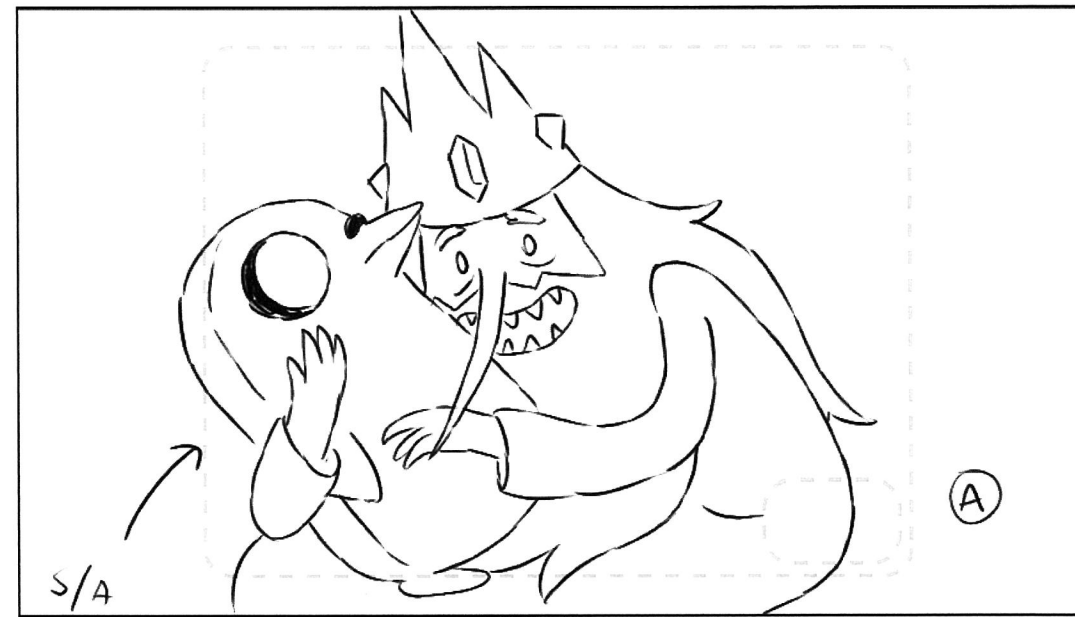


Sc. 28

Pnl. C

Bg.

day night



Dialog:

1.K) AWW, LOOK AT THE LITTLE GUY!

1.K) THIS IS REAL NICE JAKE,
REAL NICE.

Action:

- 1K PICKS UP JAKE.

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



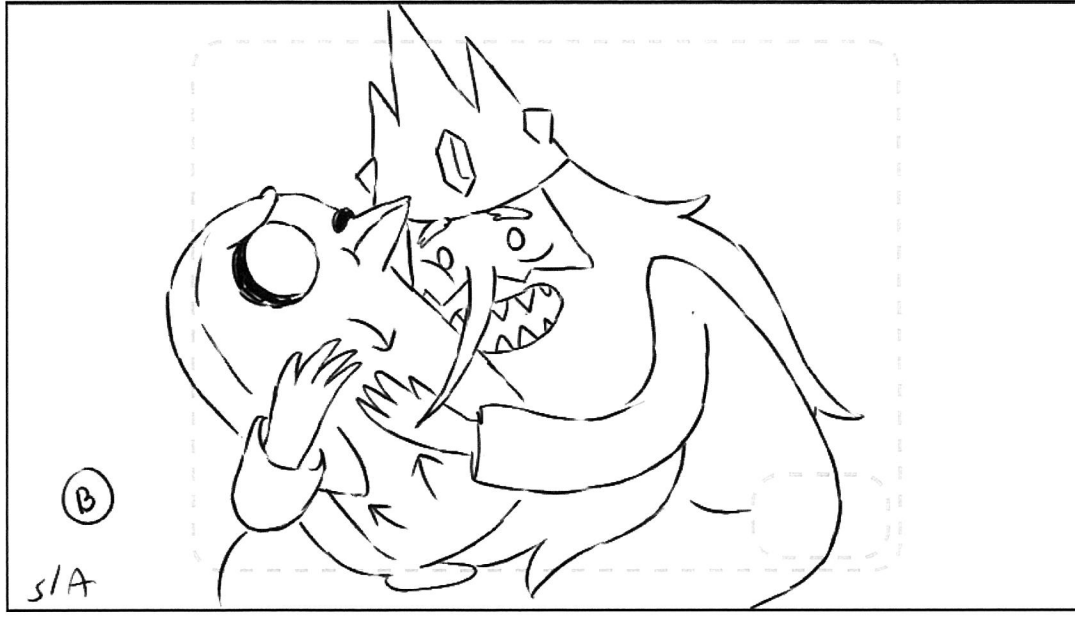
Page 43

Sc. 28

Pnl. D

Bg.

day night

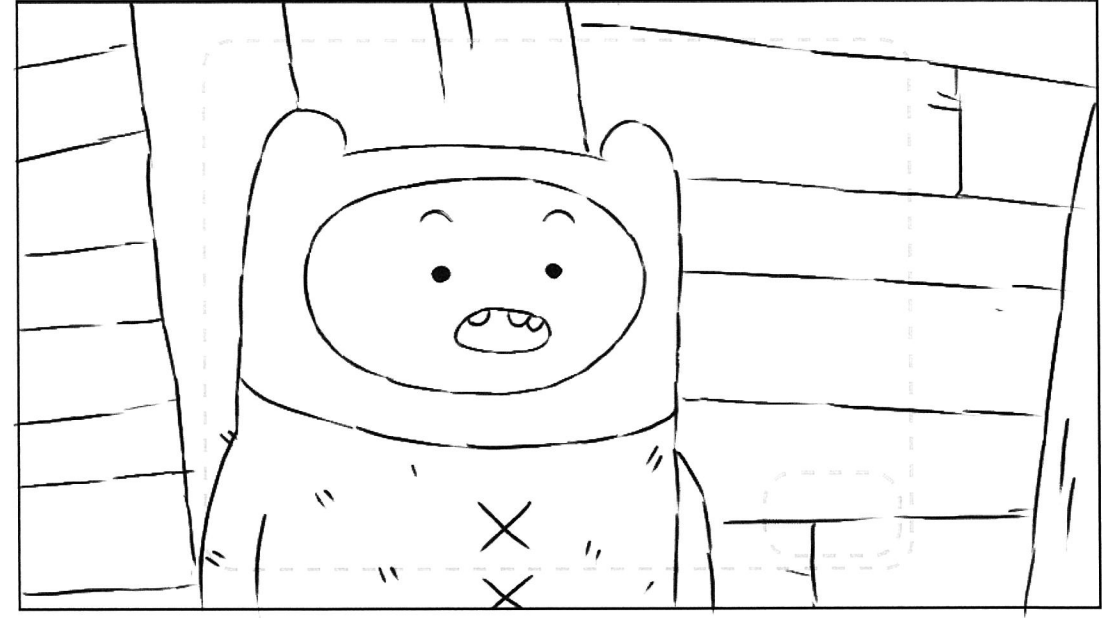


Sc. 29

Pnl. A

Bg.

day night



Dialog:

J) m m m m m m.

F)

YOU WANT TO TRY
TELLING US WHAT
HAPPENED?

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

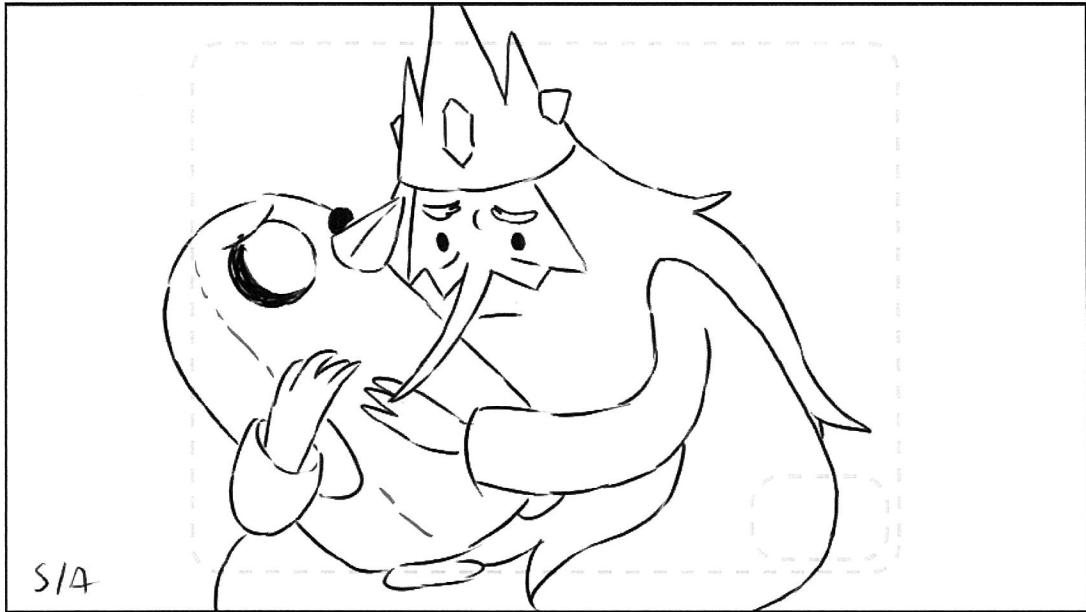


Sc. 30

Pnl. A

Bg.

day night

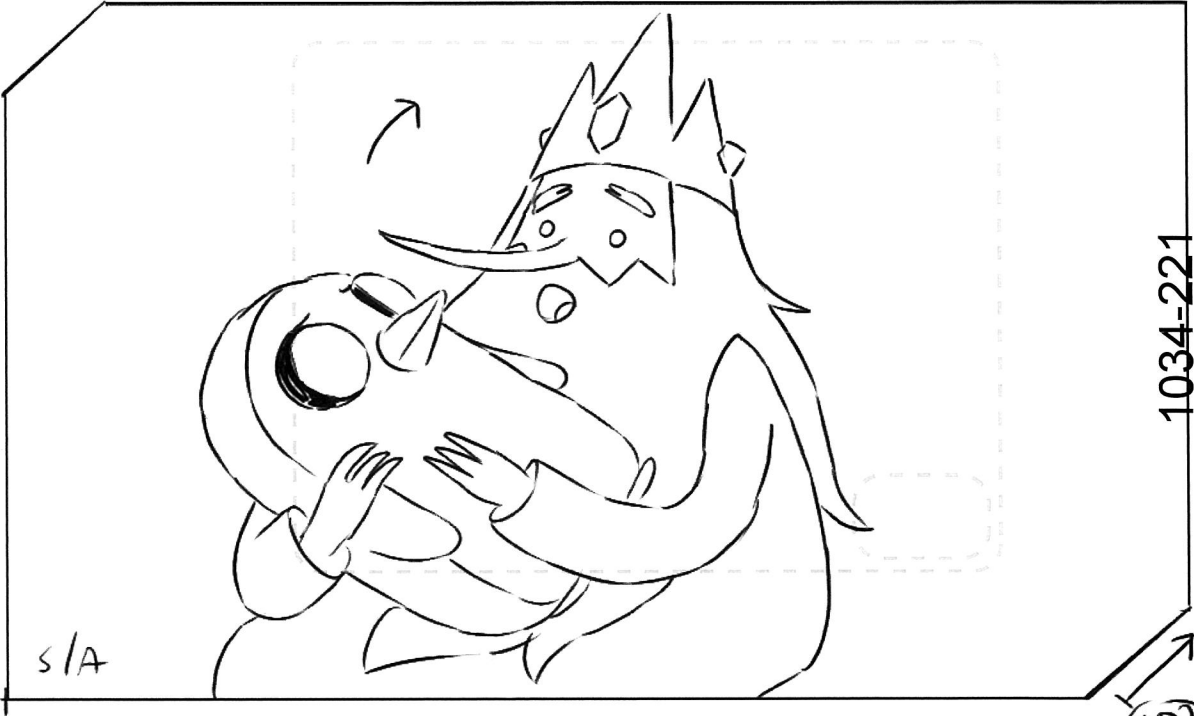


Sc. 30

Pnl. B

Bg.

day night



1034-221

ADJ.

Dialog:

I.K.) [DEEP BREATH]
... OK

Action:

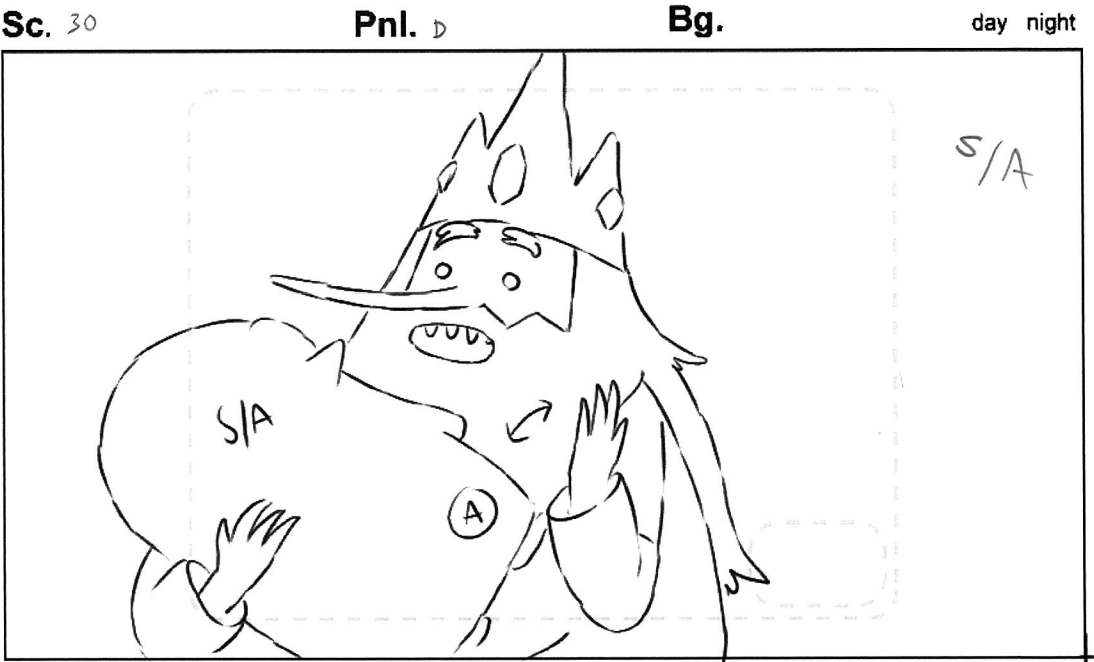
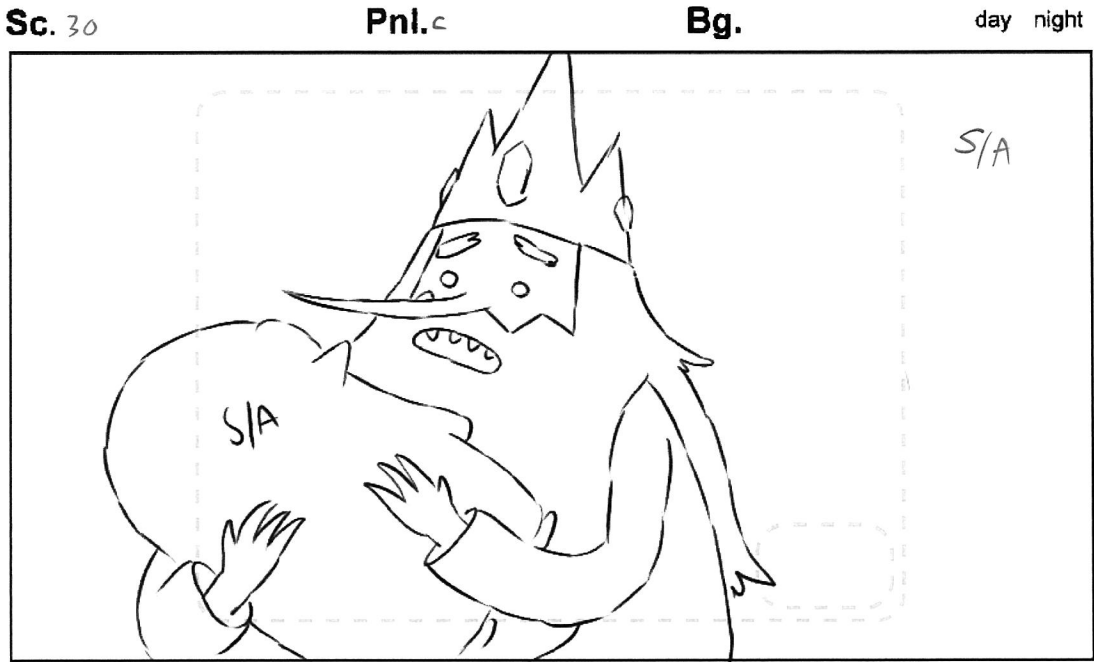
[ADJ. CAM. W I.K.'S FACE]

Timing:

Production :

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ADVENTURE TIME

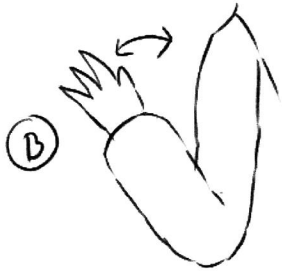


Dialog: I.K.) SO WE WERE WATCHING SOME
YOUNG MEN'S JUNIOR FIGURE SKATING
CHAMPIONSHIPS ON THE TUBE.

I.K.) SEMI-FINALS

Action:

Timing:



EPISODE # 1034-221

Production :

ADVENTURE TIME



Page 46

Sc. 30

Pnl. E

Bg.

day night



Sc. 30

Pnl. F

Bg.

day night



Dialog:

I.K. ... I WENT TO
THE KITCHEN TO FIX US UP
SOMETHING TO EAT ...

Action:

Timing:

I.K.: (A) WHEN I CAME BACK, HE
WAS GONE!



EPISODE # 1034-221

Production :

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ADVENTURE TIME

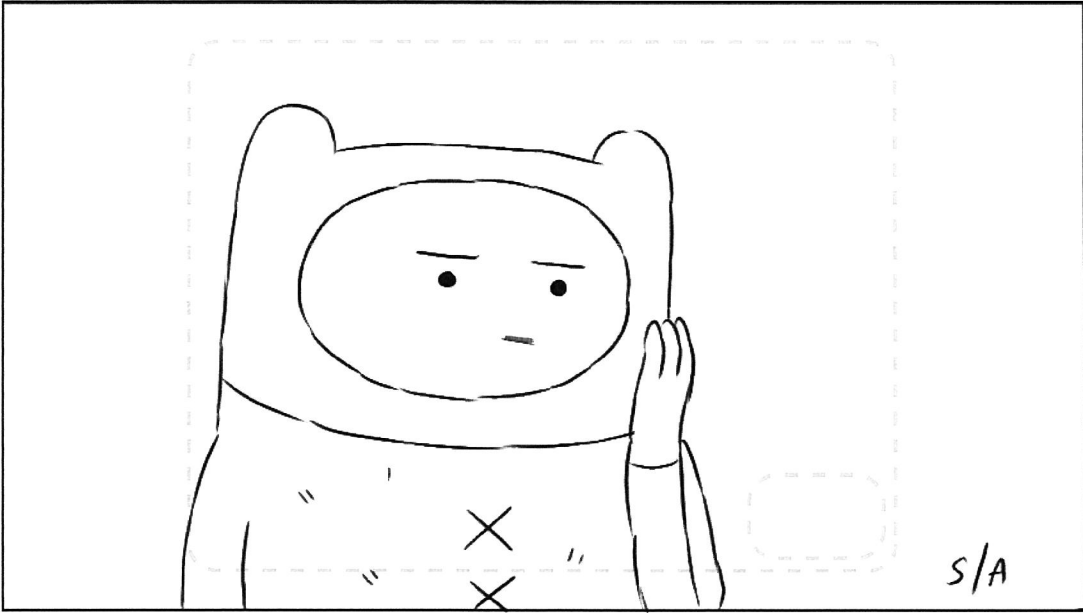


Sc. 31

Pnl. A

Bg.

day night



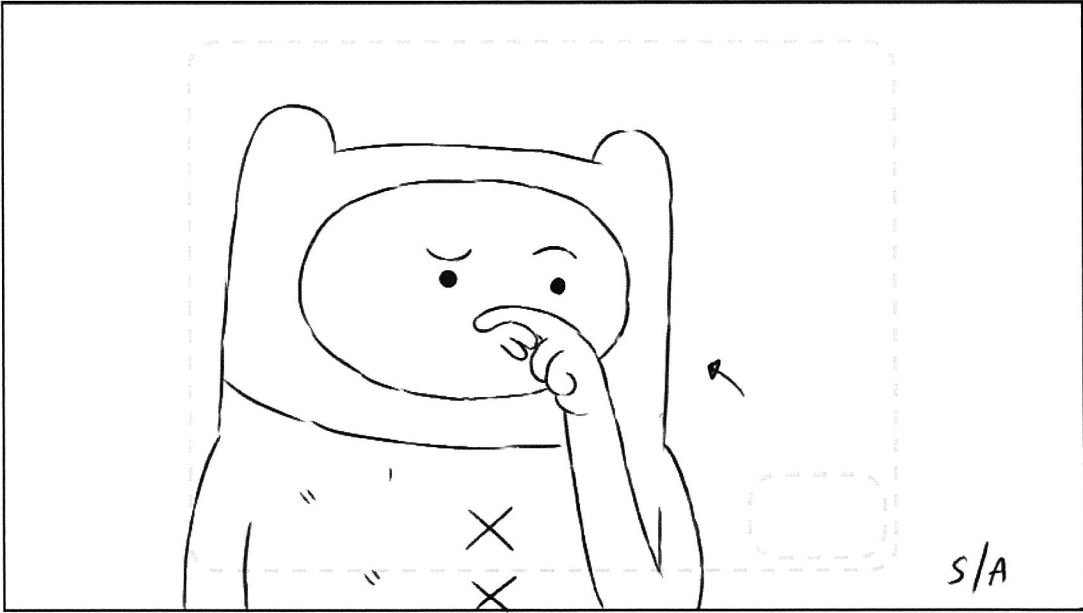
S/A

Sc. 31

Pnl. B

Bg.

day night



S/A

Dialog:

F) HMM... I DON'T KNOW, WHAT
DO YOU THINK JAKE?

Action:

SP

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME

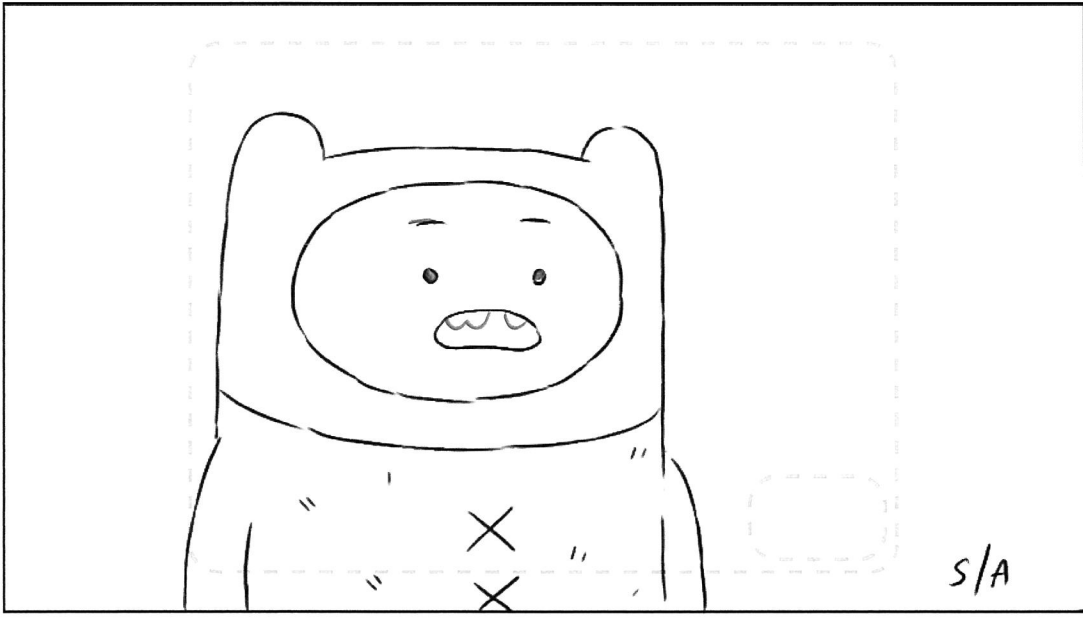


Sc. 31

Pnl. C

Bg.

day night



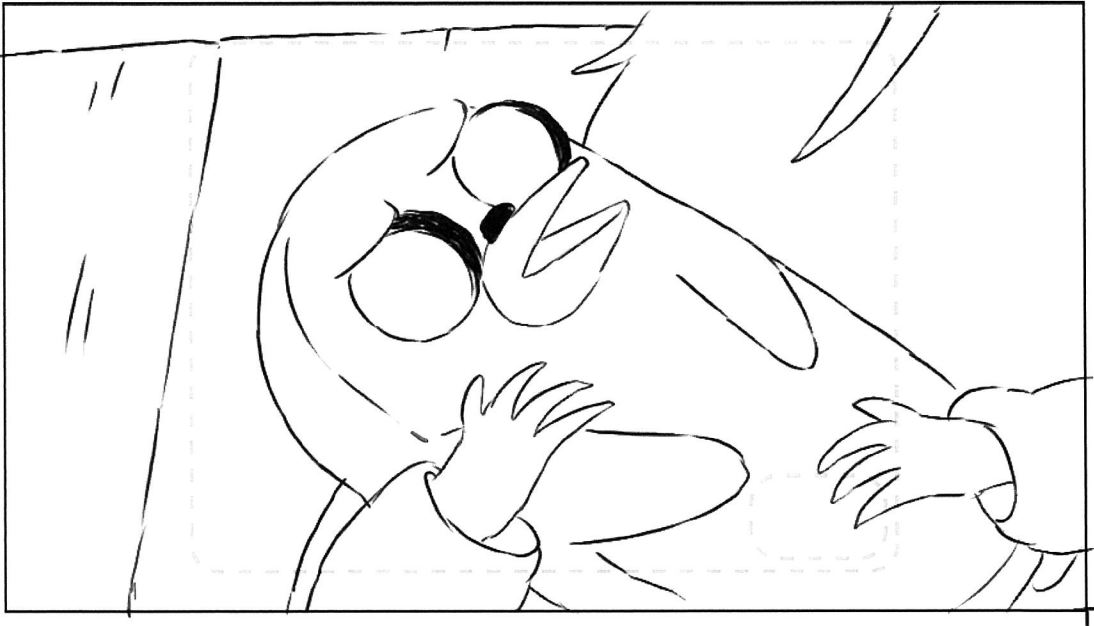
S/A

Sc. 32

Pnl. A

Bg.

day night



Dialog:	F) SHOULD WE CHECK OUT THE ICE KINGDOM FOR SOME CLUES ?	J) <u>WE</u> <u>COOULD</u> ..
Action:		
Timing:		

ADVENTURE TIME

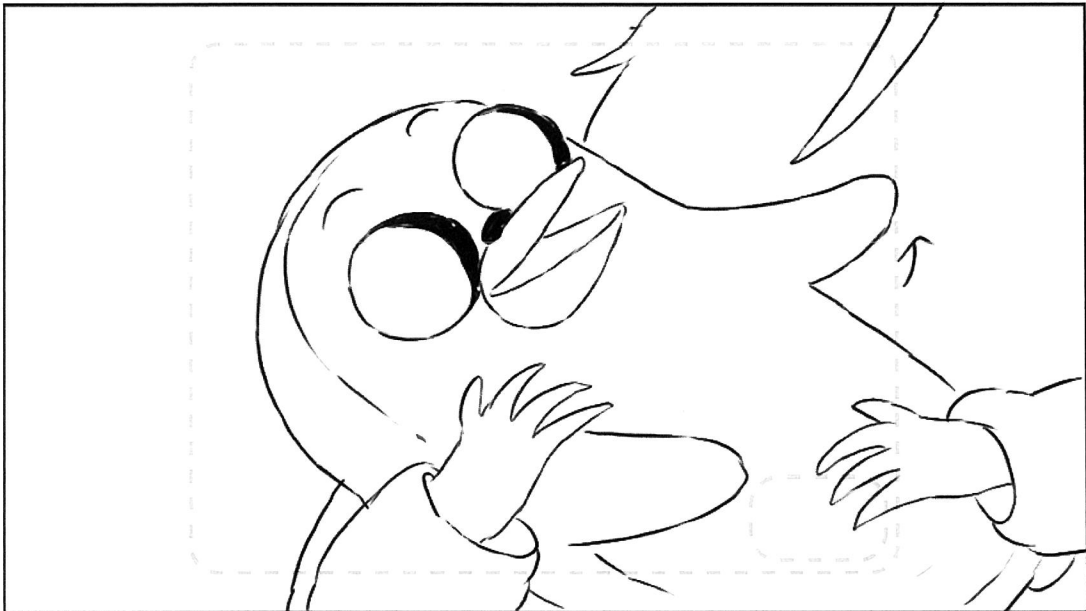


Sc. 32

Pnl. B

Bg.

day night

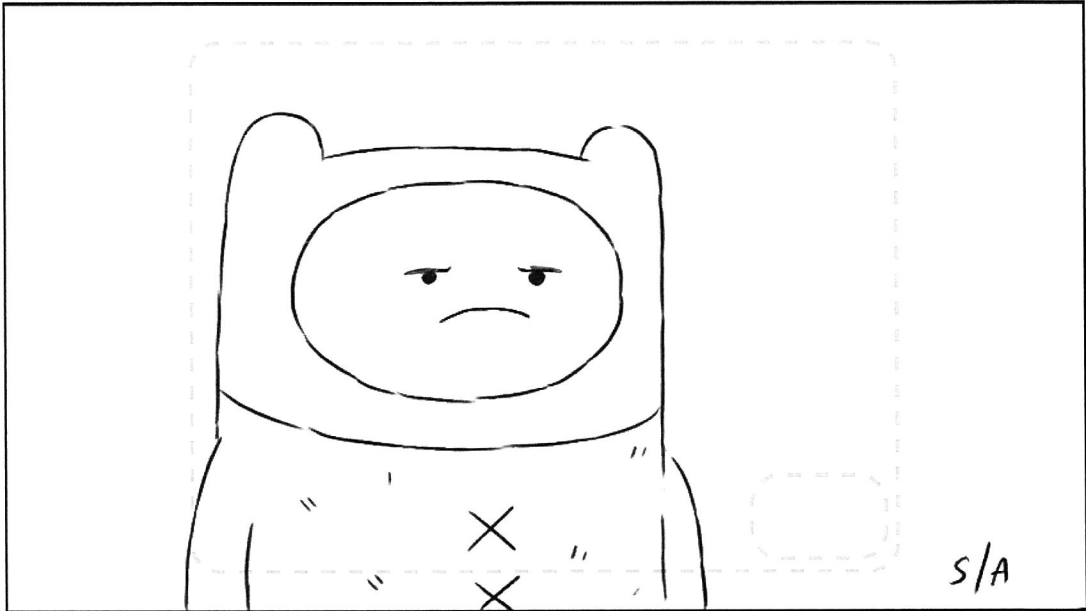


Sc. 33

Pnl. A

Bg.

day night



Dialog:	3) <u>OR</u> , WE COULD GET A <u>REAL</u> GOOD NIGHT'S SLEEP & START FRESH & EARLY IN THE MORNING.
Action:	[BEAT]
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 34

Pnl. A

Bg.

day night



Sc. 34

Pnl. B

Bg.

day night



Dialog:	
Action:	(SP)
Timing:	

J, WENK !

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

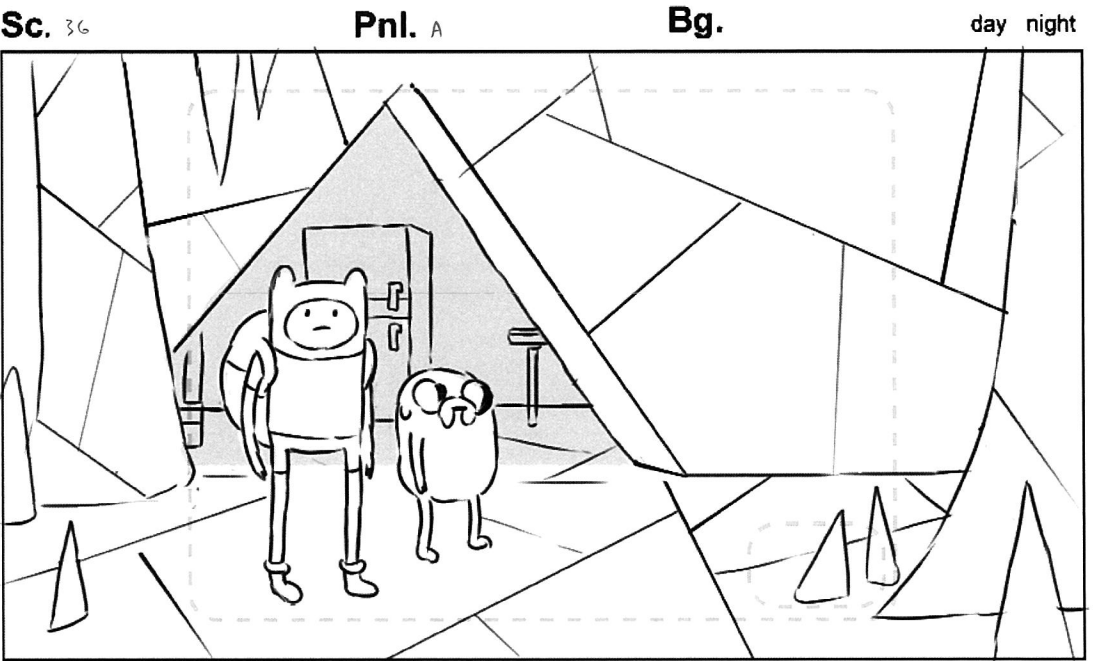
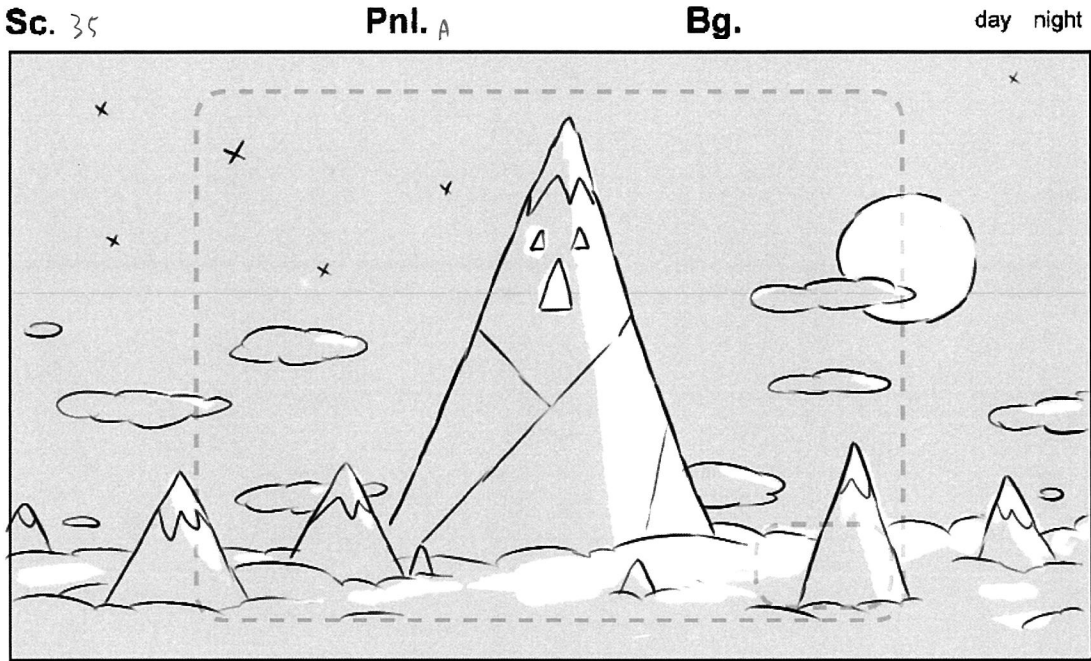
Dialog:
Action: [WIPE TO BLACK]
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Dialog:	<p><u>IK</u> (O/S) GUNTER!</p> <p><u>FJ, IK</u>: (O/S) GUNTER!</p>
Action:	<p>(SP)</p>
Timing:	

EPISODE # 1034-221

Production :

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ADVENTURE TIME

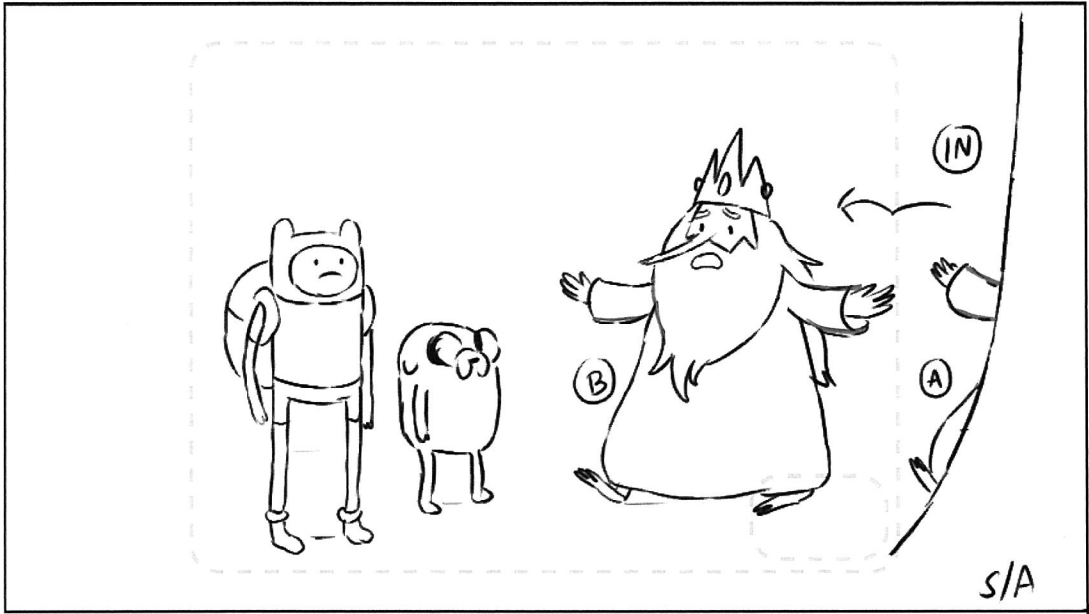


Sc. 36

Pnl. B

Bg.

day night

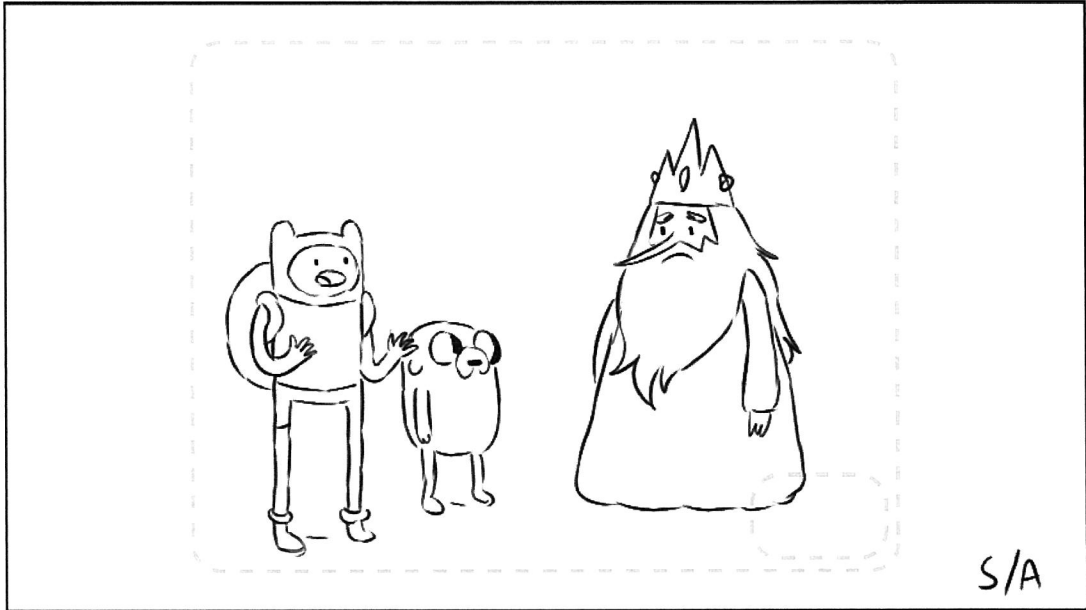


Sc. 36

Pnl. C

Bg.

day night



Dialog:

I.K) SEE? HE'S GONE!

F) YOU'RE SURE YOU'VE CHECKED EVERYWHERE?

Action:

-I.K WALKS ON/S.

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

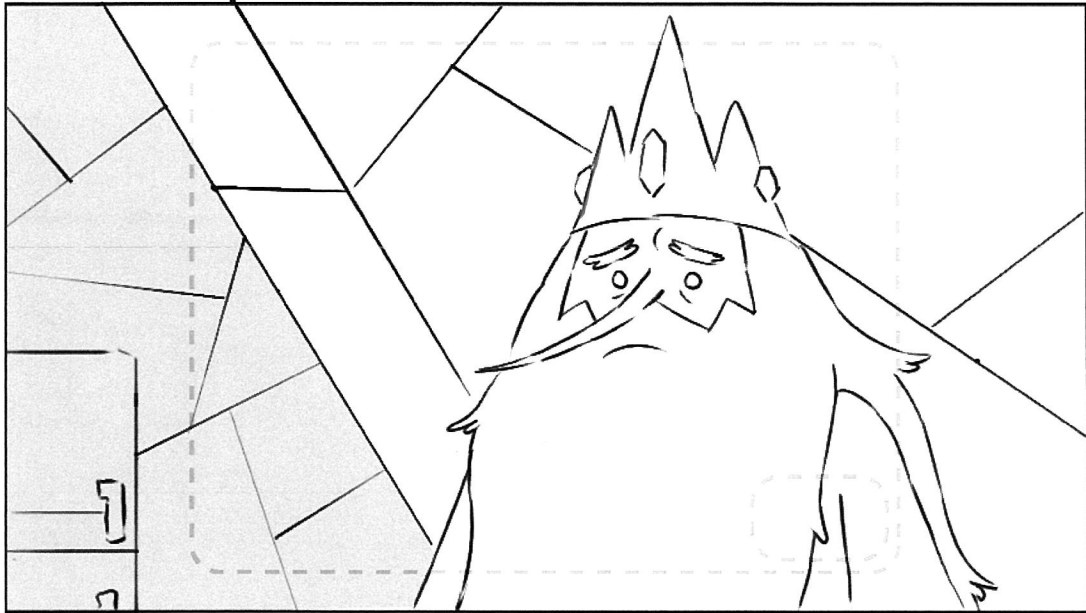


Sc. 37

Pnl. A

Bg.

day night

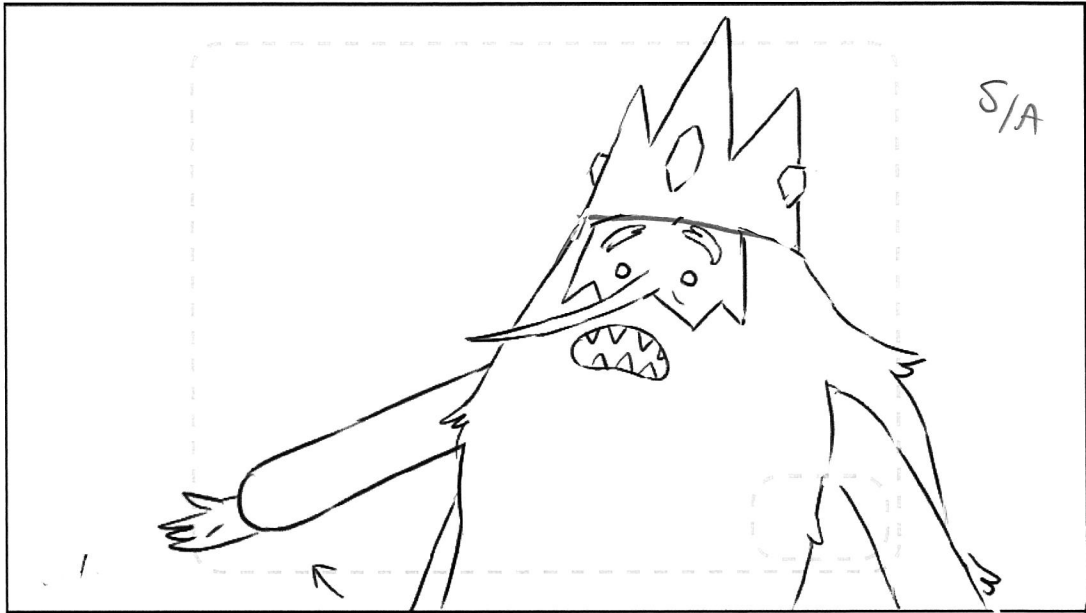


Sc. 37

Pnl. B

Bg.

day night



Dialog:

I.K) YEAH, I MEAN... HE'S NOT
BEHIND THE FRIDGE.

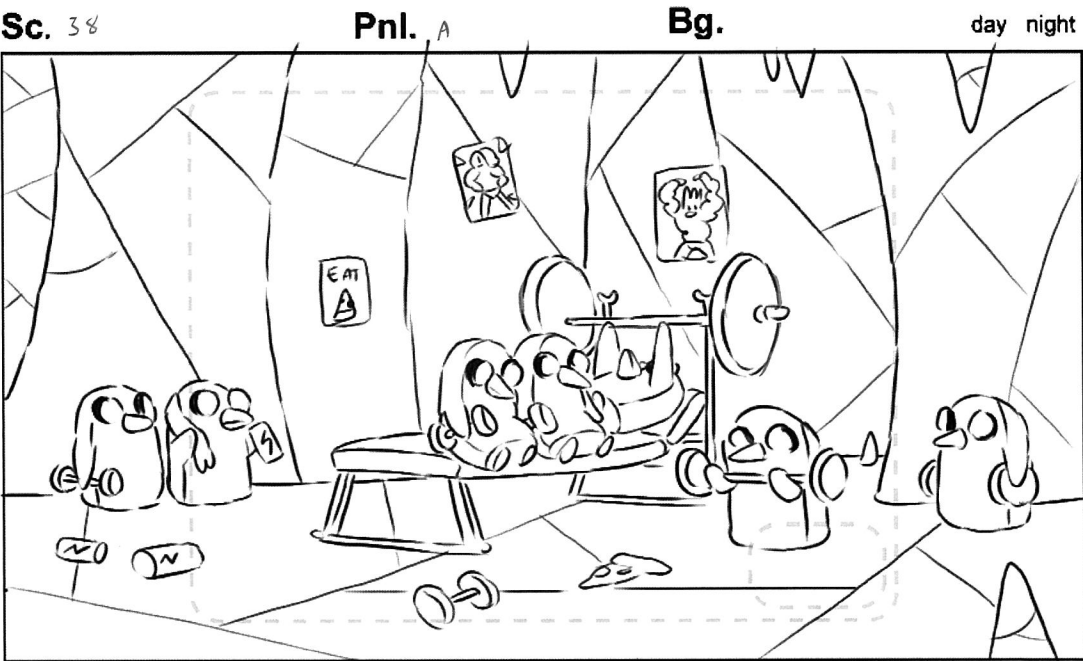
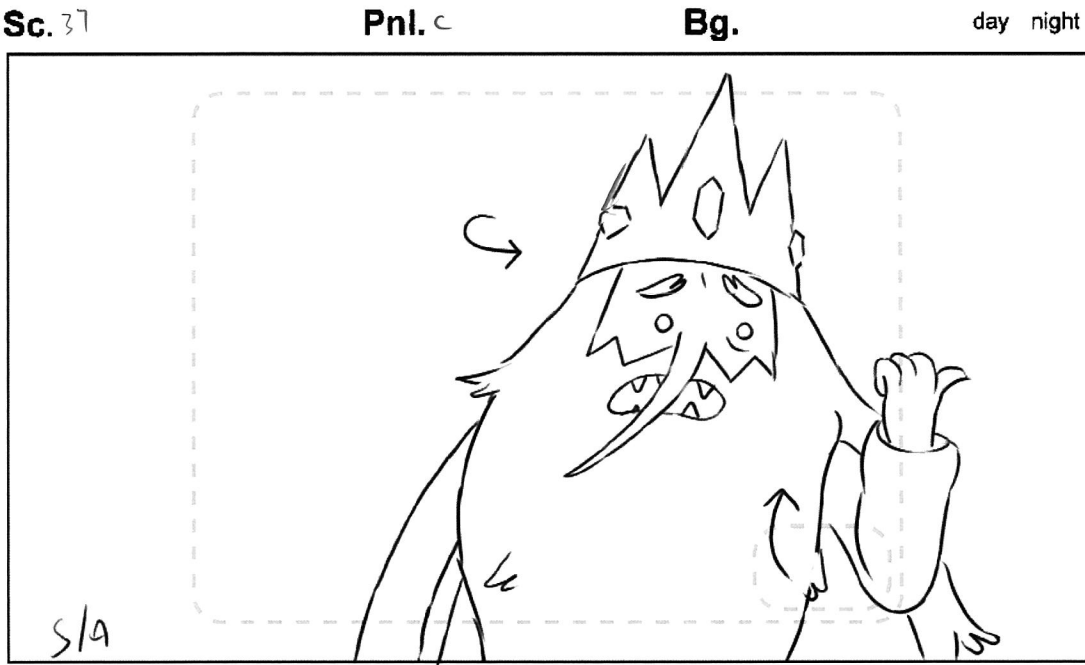
Action:

SP

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:	<p><u>I.K</u>) HE'S NOT HANGING WITH HIS BOYZ.</p> <p><u>P's</u>) WENK WENK</p>
Action:	
Timing:	

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ADVENTURE TIME



Sc. 39

Pnl. A

Bg.

day night

S/A

Sc. 39

Pnl. B

Bg.

day night

S/A

Dialog:	I.K) HE'S NOT ANYWHERE NEAR THAT RANSOM NOTE.
Action:	SP
Timing:	

EPISODE # 1034-221

Production :

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ADVENTURE TIME

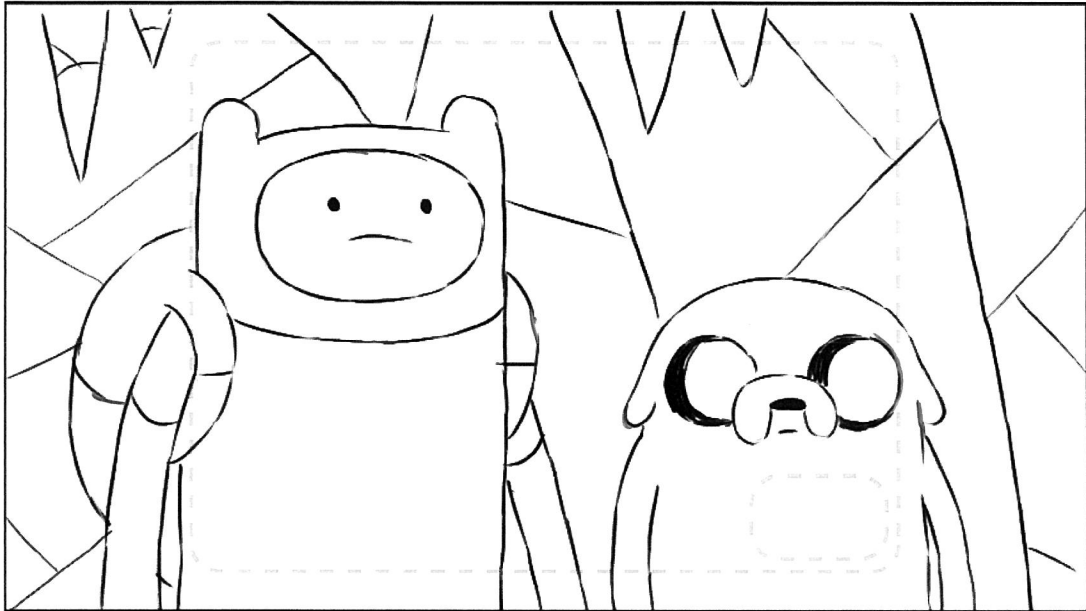


Sc. 40

Pnl. A

Bg.

day night

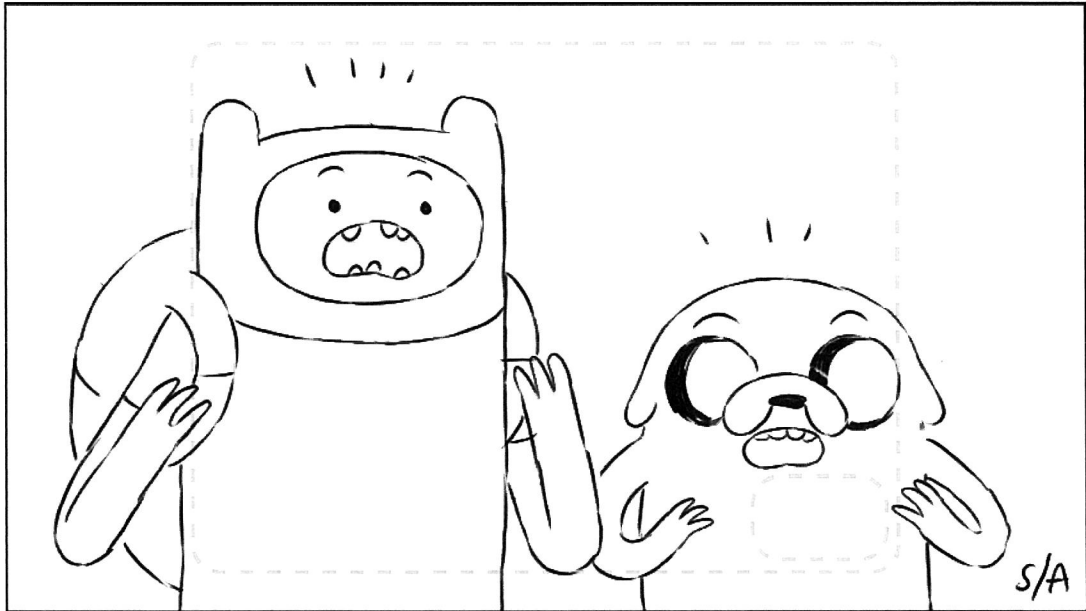


Sc. 40

Pnl. B

Bg.

day night



Dialog:

FJ WHAT?! DID YOU JUST
SAY RANSOM NOTE?!

Action:

(SP)

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME

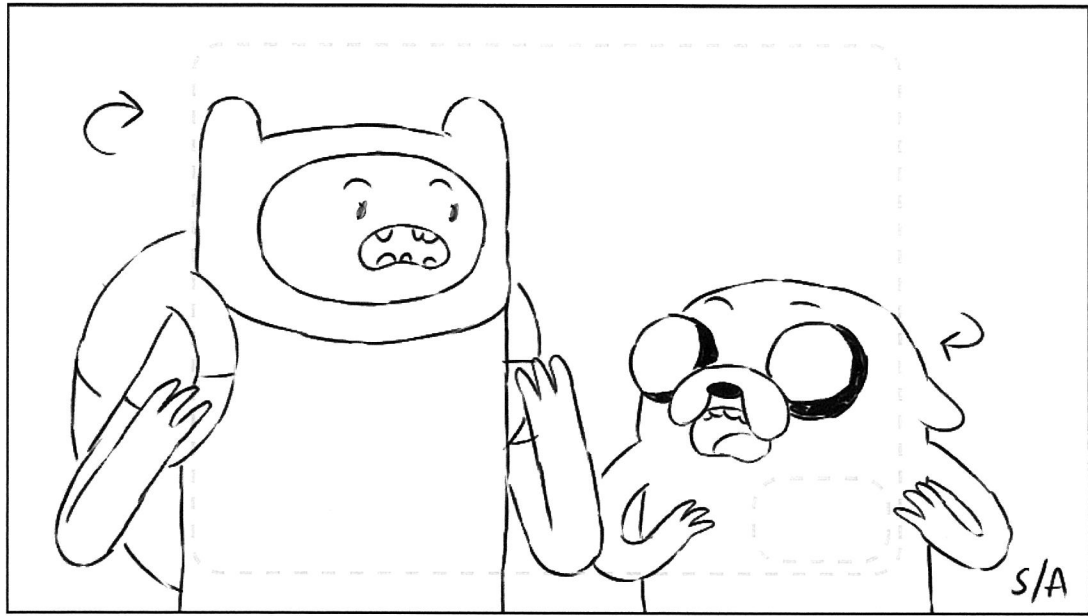


Sc. 40

Pnl. C

Bg.

day night

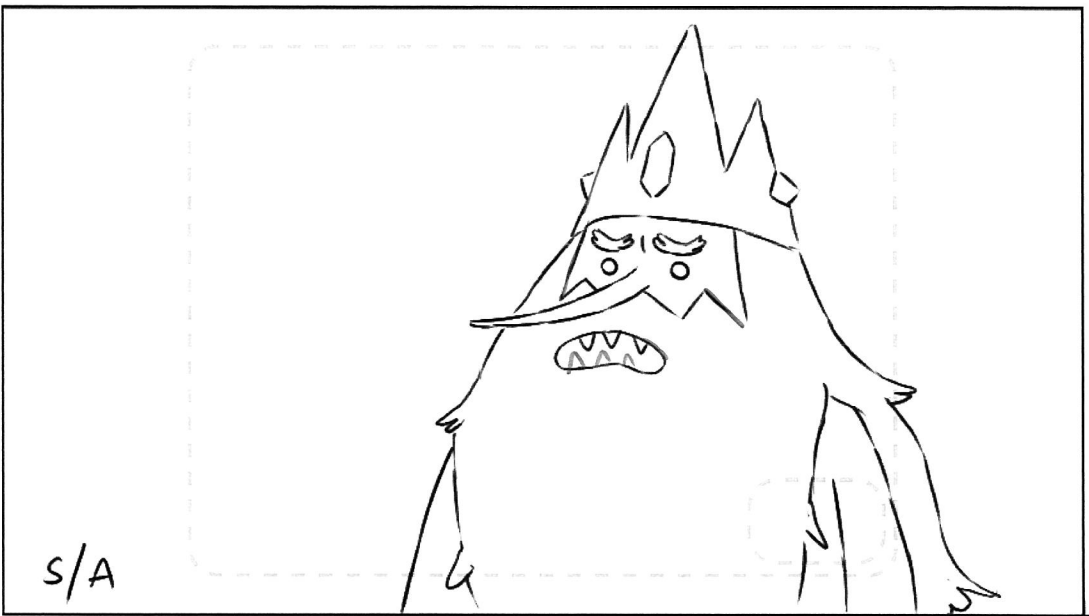


Sc. 41

Pnl. A

Bg.

day night



Dialog:

I.K) YEAH, WHAT?

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

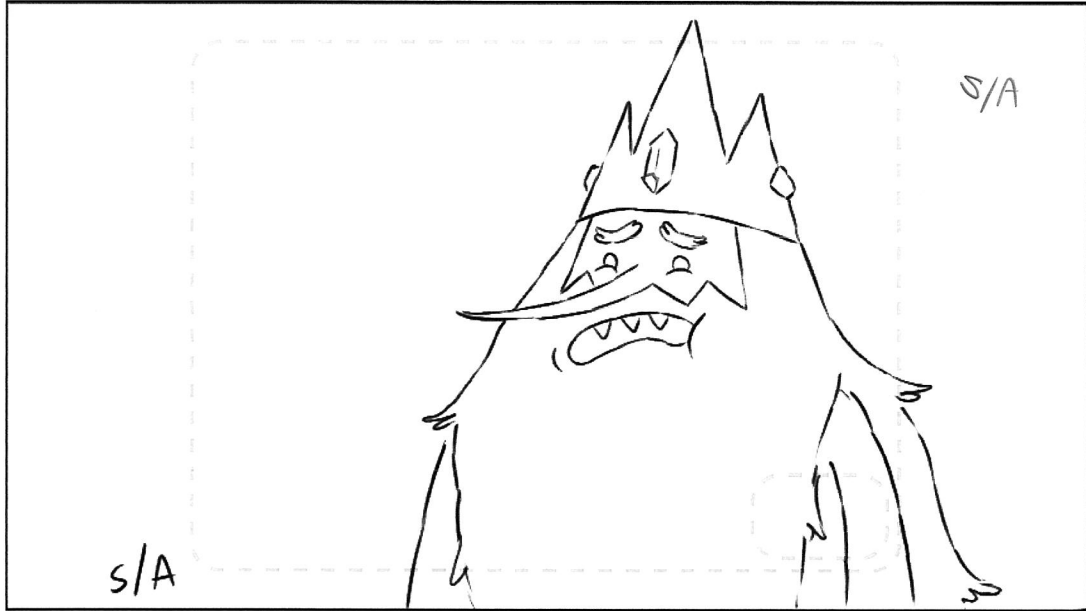


Sc. 41

Pnl. B

Bg.

day night

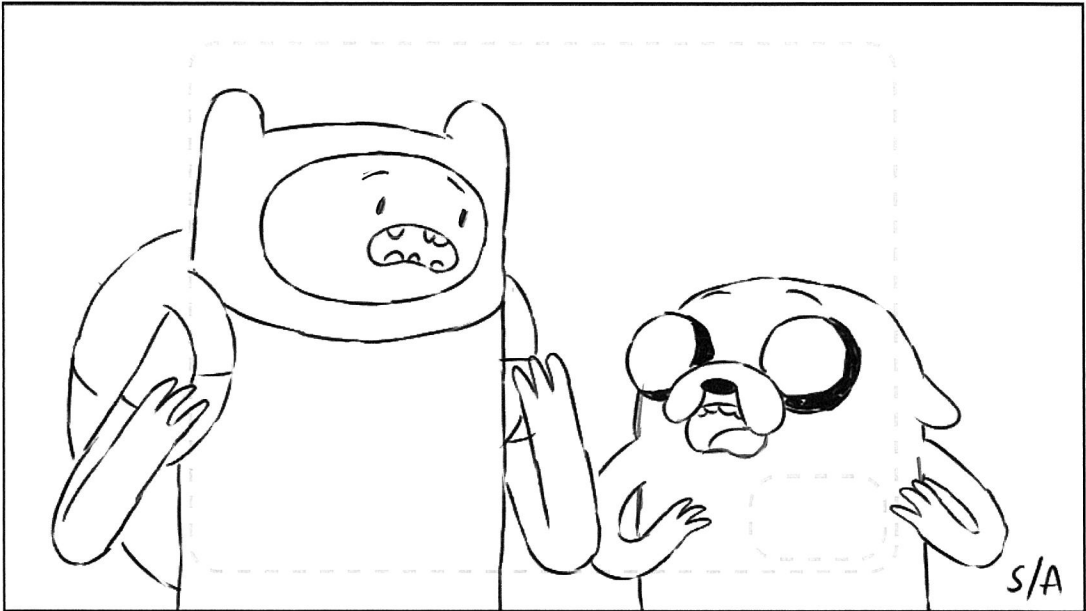


Sc. 42

Pnl. A

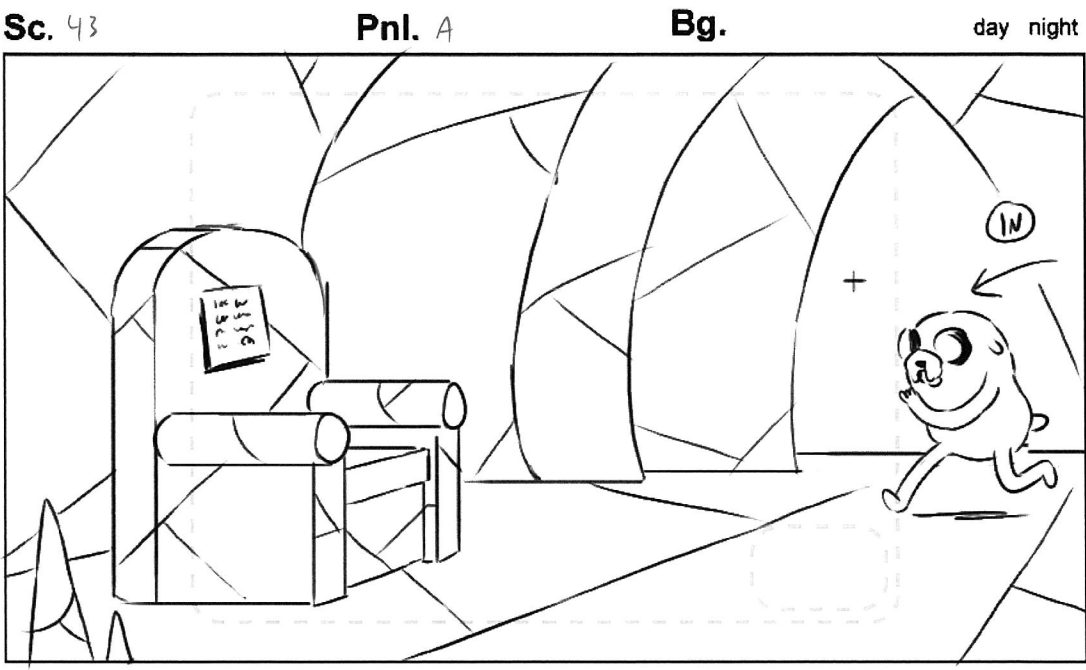
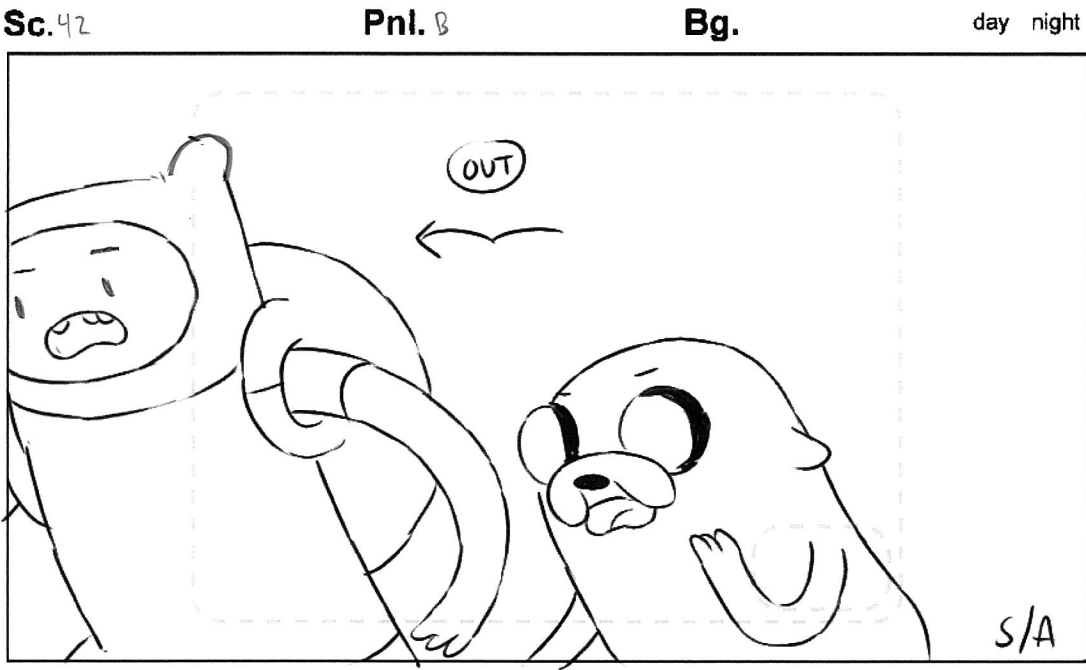
Bg.

day night



Dialog: 1.K) YOU GUYS ACT LIKE YOU AIN'T NEVER HEARD OF NO RANSOM NOTE BEFORE		(SP)
Action:		
Timing:		

ADVENTURE TIME



Dialog:	
Action:	-F + J RUN OFF/S -F + J RUN ON/S.
Timing:	

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ADVENTURE TIME

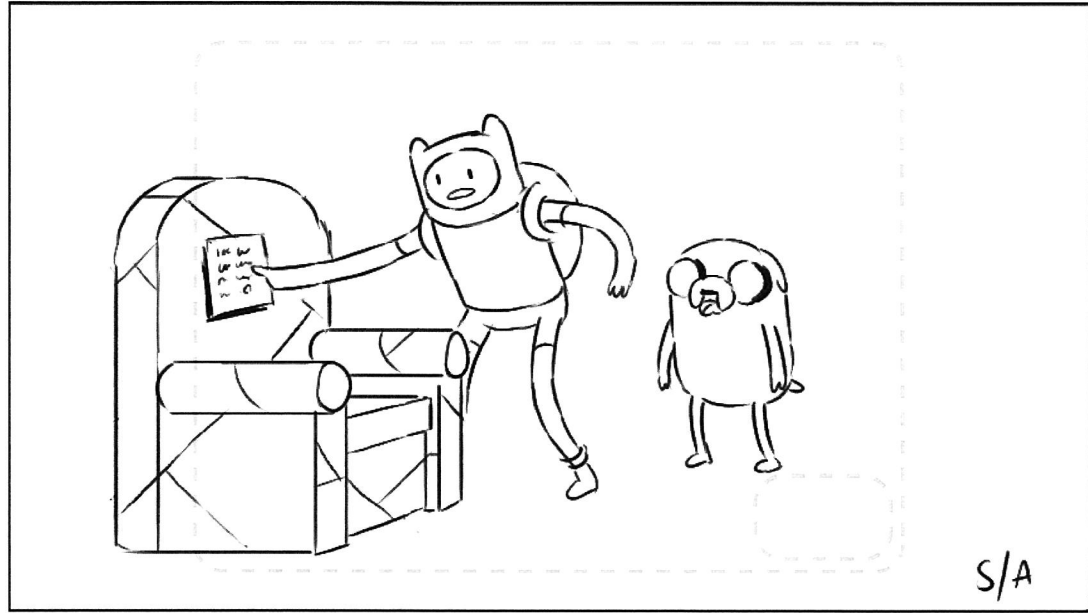


Sc. 43

Pnl. B

Bg.

day night

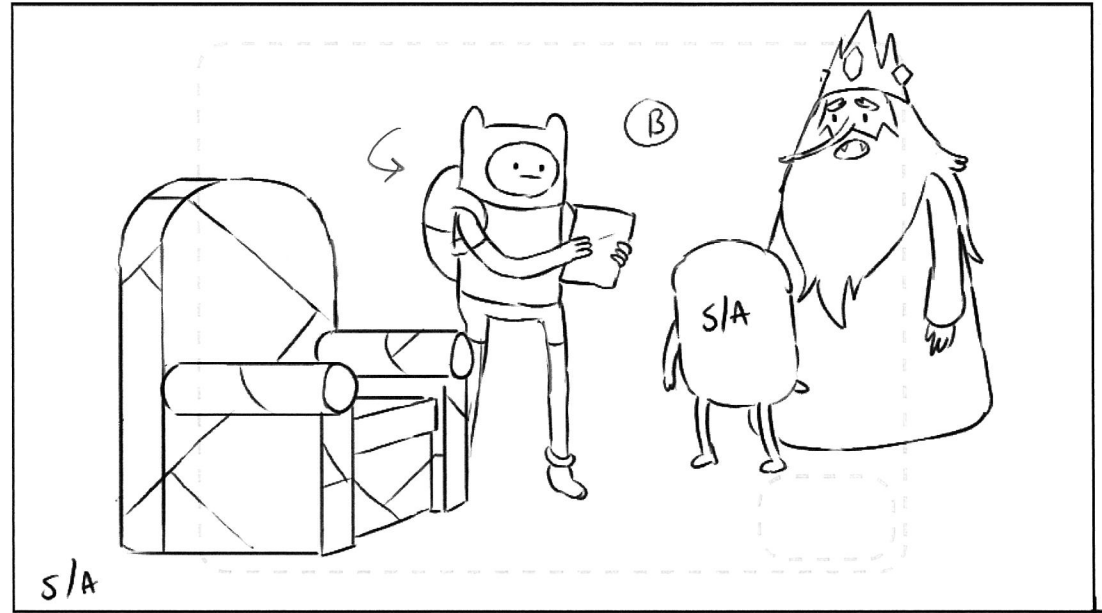


Sc. 43

Pnl. C

Bg.

day night



Dialog:	(L.K) (B) WHAT'S IT SAY?
Action:	-F. GRABS NOTE
Timing:	SFX) (A) [RIP]

EPISODE # 1034-221

Production :

ADVENTURE TIME

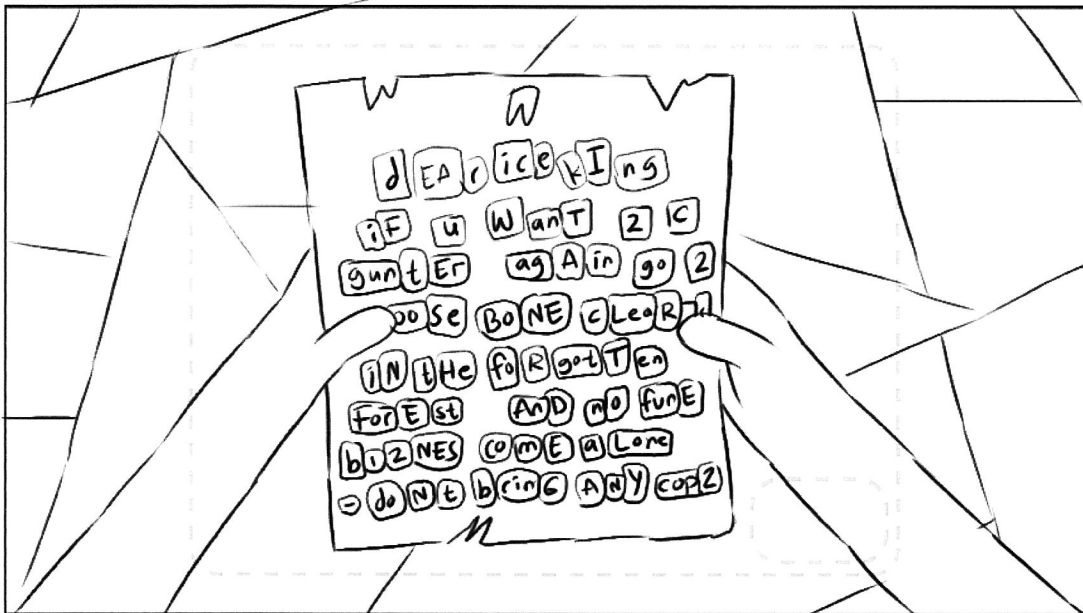


Sc. 44

Pnl. A

Bg.

day night

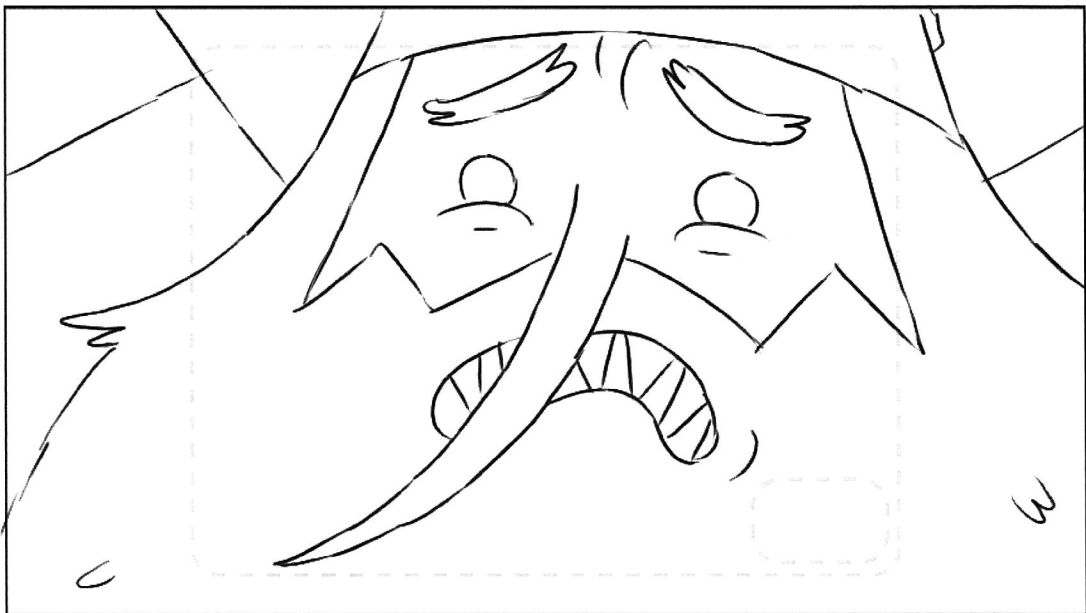


Sc. 45

Pnl. A

Bg.

day night



Dialog:

F) IT SAYS: "DEAR ICE KING, IF
YOU WANT TO SEE GUNTER AGAIN"
(READING)

F) "GO TO TO MOOSE BONE
CLEARING IN THE FORGOTTEN
FOREST ..."

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

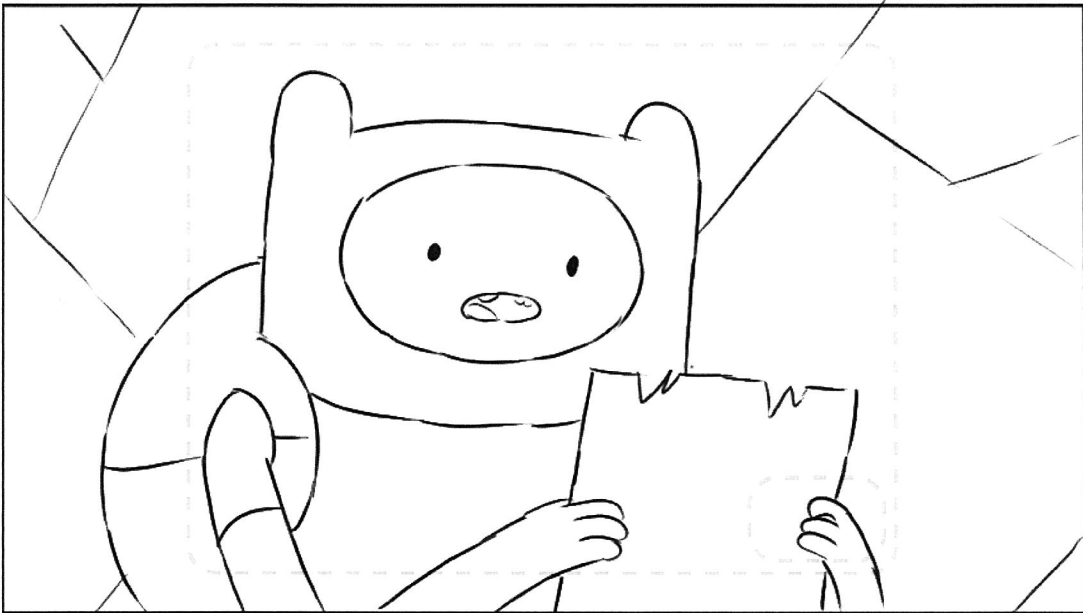


Sc. 46

Pnl. A

Bg.

day night

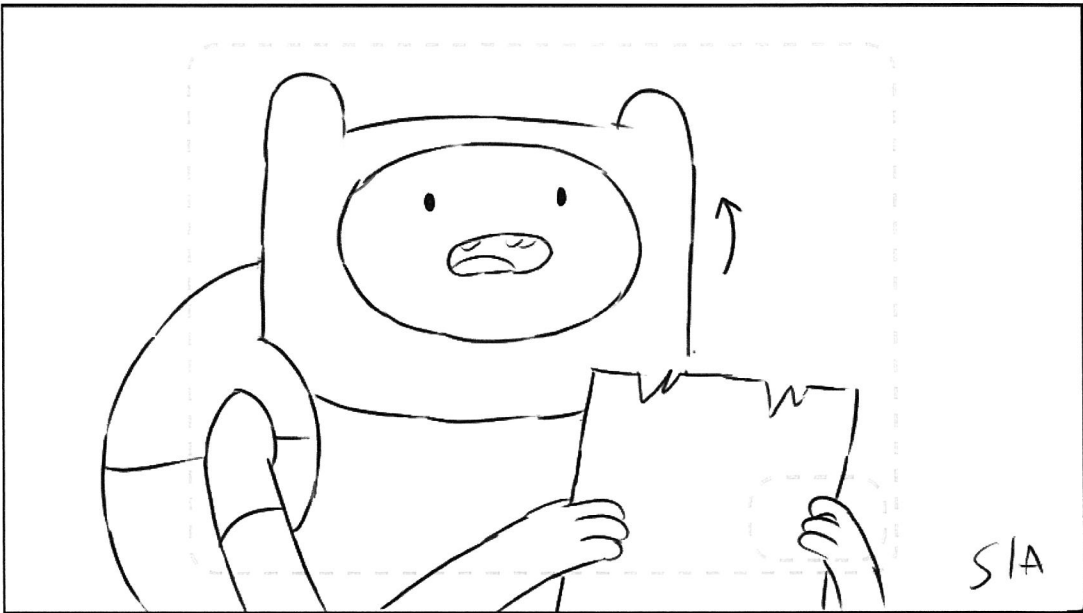


Sc. 46

Pnl. B

Bg.

day night



Dialog:

F) "AND NO FUNNY BUSINESS,
COME ALONE -- "

F) -- " DON'T BRING ANY
COPS. "

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

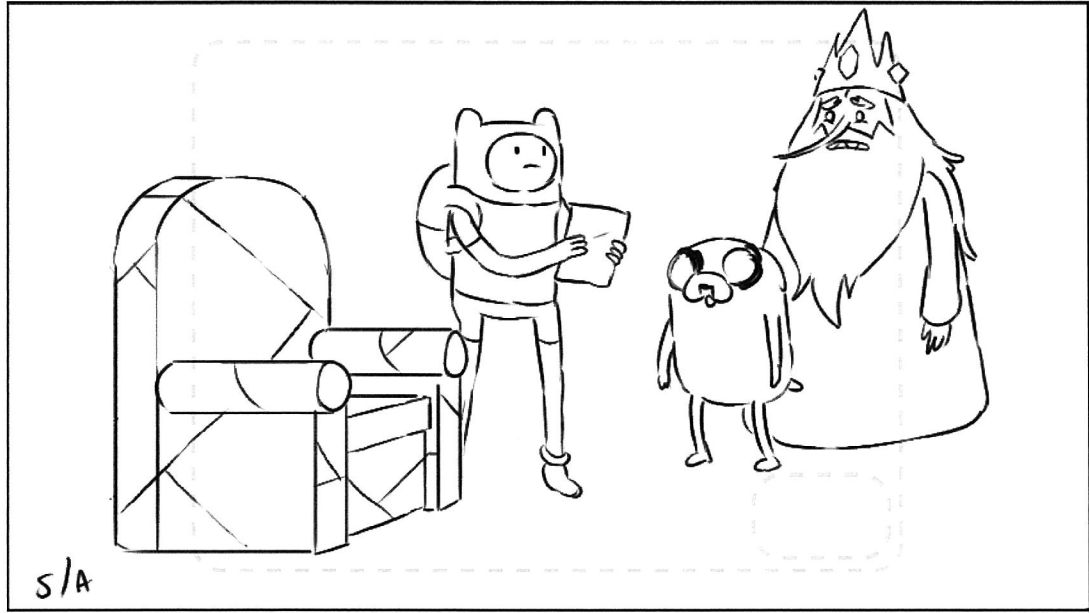


Sc. 47

Pnl. A

Bg.

day night



Sc. 47

Pnl. B

Bg.

day night



Dialog:

(SP)

I.K) OA NO, WE BETTER --

Action:

Timing:

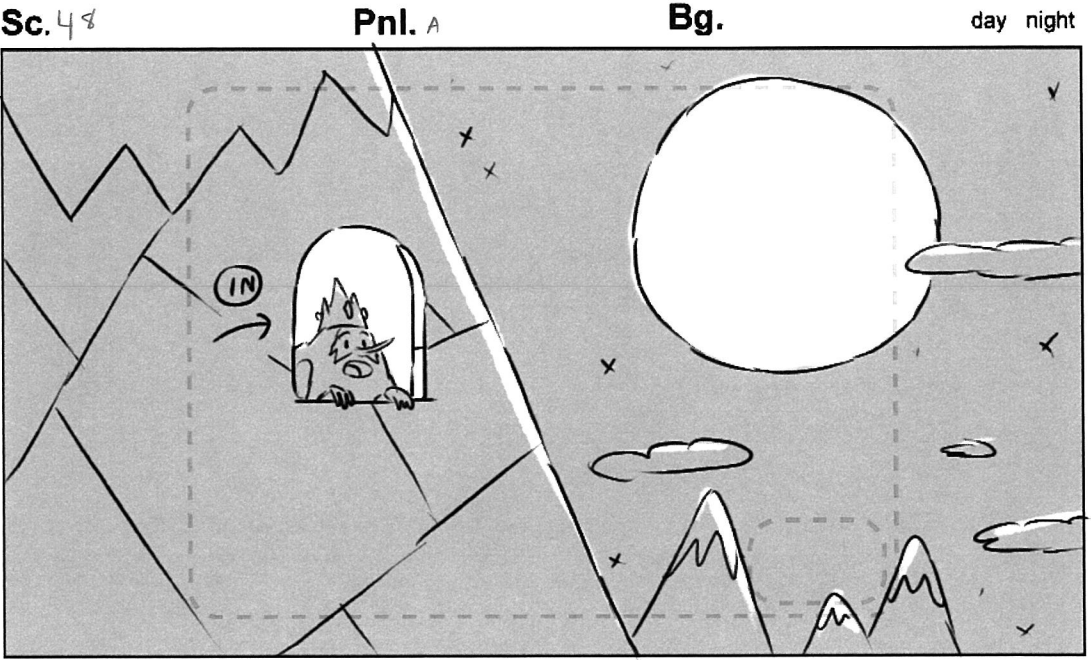
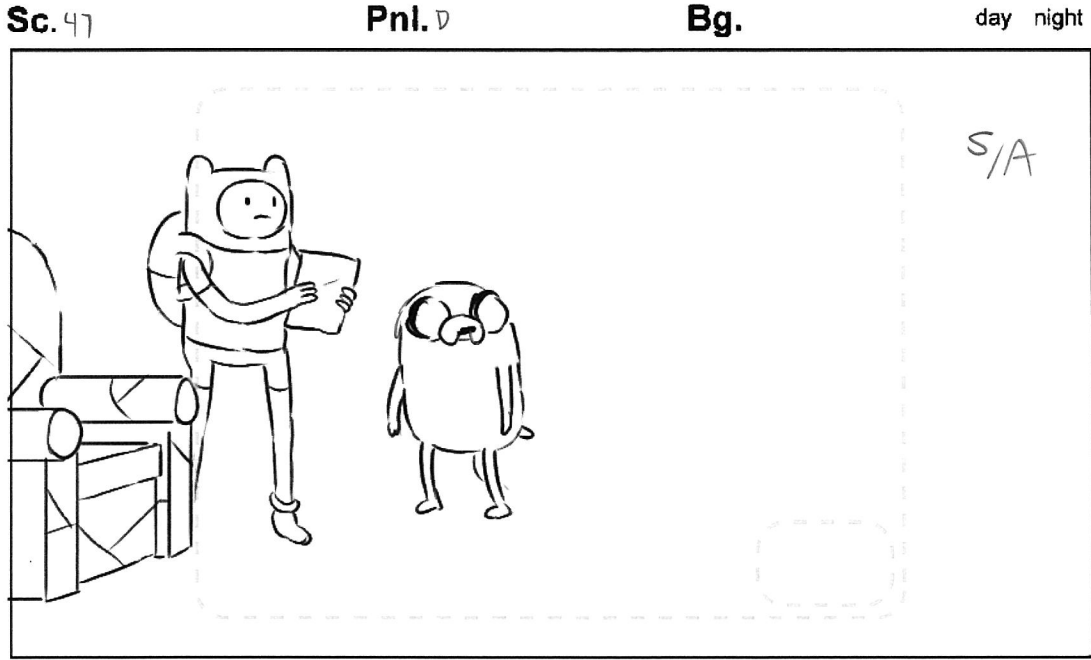
ADVENTURE TIME



Sc. 47	Sc. C	Pnl.	Bg.	day	night	Pnl.	Bg.	day	night

Dialog:	IK) -- GO DO WHAT HE SAYS !!
Action:	- IK RUNS OFF/S. - ADJ. w/ IK.
Timing:	

ADVENTURE TIME



Dialog:	I.K) I'M COMING FOR YOU GUMER !
Action:	- I.K APPEARS IN WINDOW,
Timing:	

ADVENTURE TIME



Page 6A

Sc. 48

Pnl. B

Bg.

day night



Sc. 49

Pnl. A

Bg.

day night



Dialog:
(SP)
Action: IK FLIES OFF/S.
Timing:

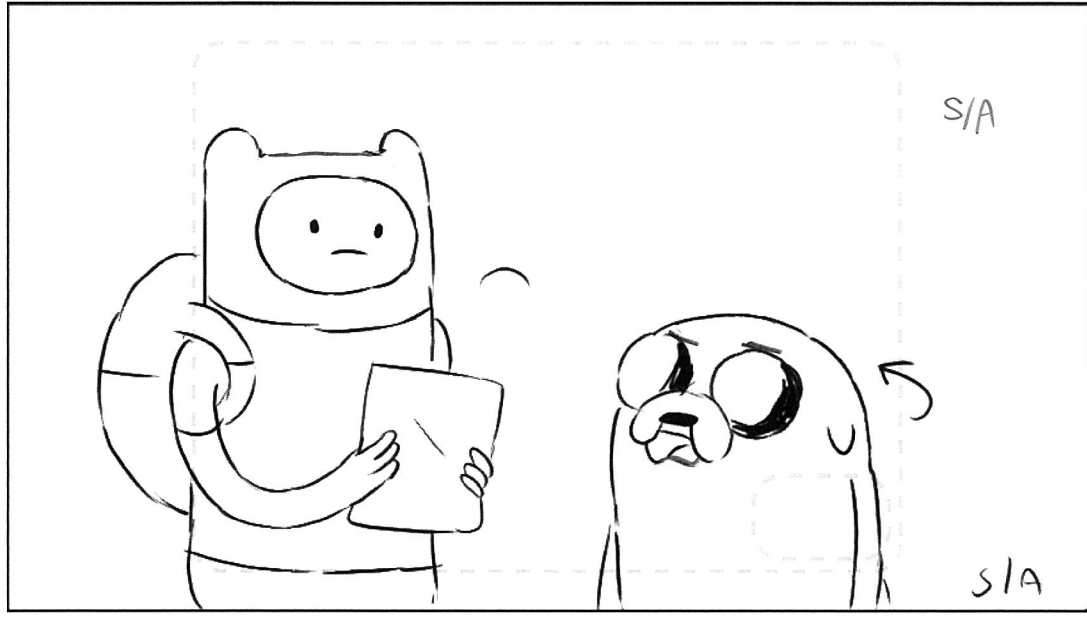
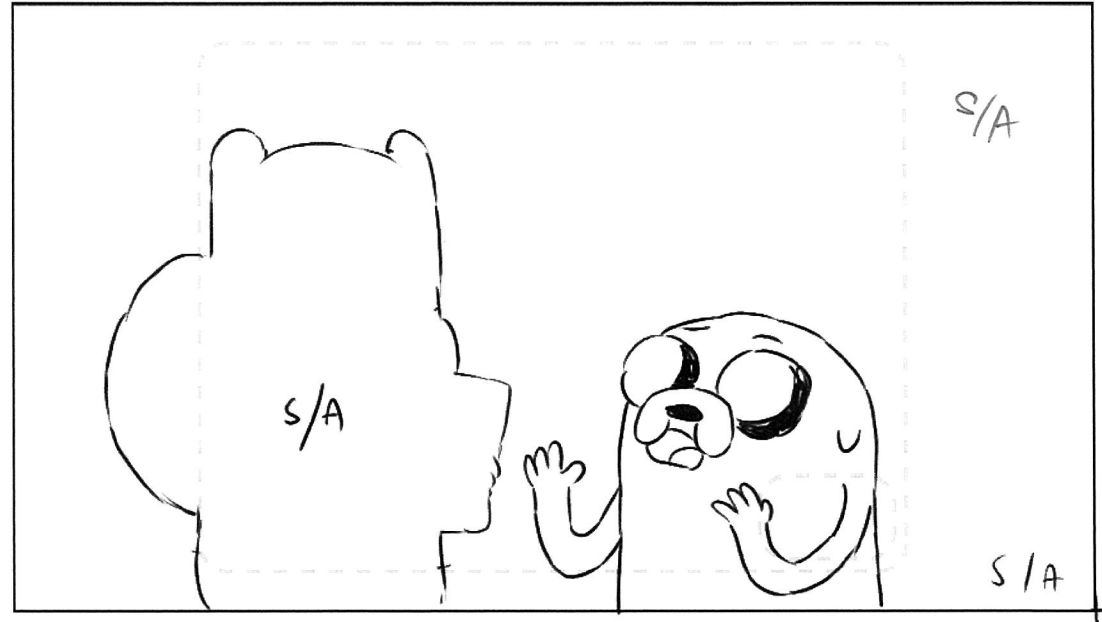
1034-221

EPISODE #

Production :

ADVENTURE TIME



Sc. 49	Pnl. B	Bg.	day night	Sc. 49	Pnl. C	Bg.	day night
							

Dialog: J, YOU KNOW THIS COULD ALL JUST BE SOME KIND OF GOOF.	J, HE MIGHT JUST BE BORED AND MAKING STUFF UP.
Action:	
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME

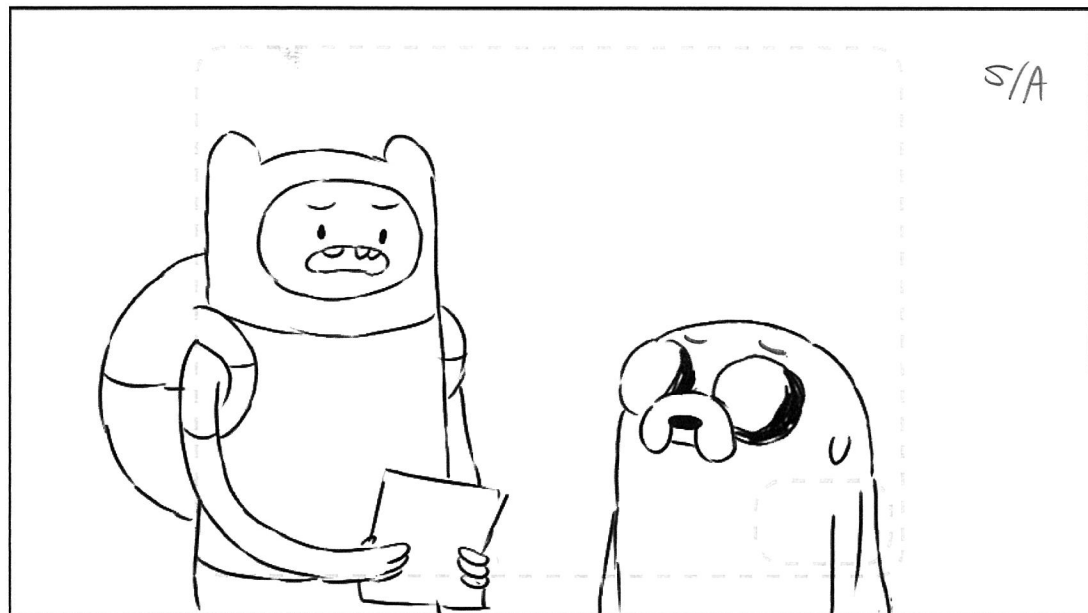


Sc. 49

Pnl. D

Bg.

day night



Sc. 50

Pnl. A

Bg.

day night



Dialog:

F) YA THINK ?

J) YEAH MAYBE, IT MIGHT BE
LIKE THAT TIME BMO STOLE
YOUR SOCK.

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

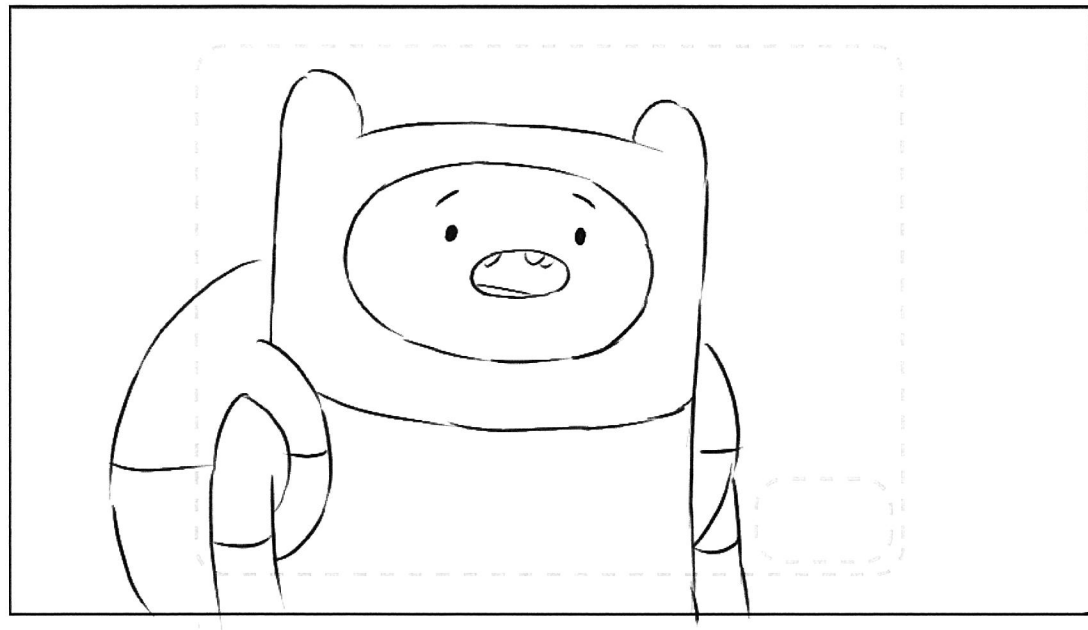


Sc. 51

Pnl. A

Bg.

day night

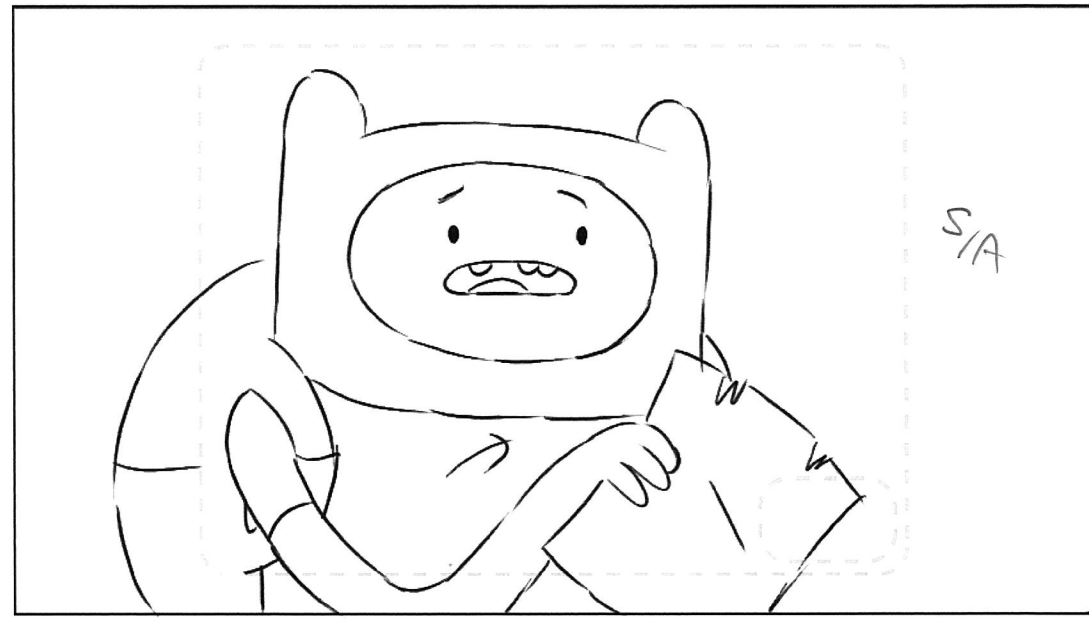


Sc. 51

Pnl. B

Bg.

day night



Dialog:	F) NAH, HE SEEMS FOR REAL.	F) LET'S FOLLOW HIM
Action:		
Timing:		

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 51	Pnl. c	Bg.	day night	Sc. 52	Pnl. A	Bg.	day night

Dialog:
Action: <div>- F RUNS OFF/S.</div> <div>- F+J ARE AT WINDOW.</div>
Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

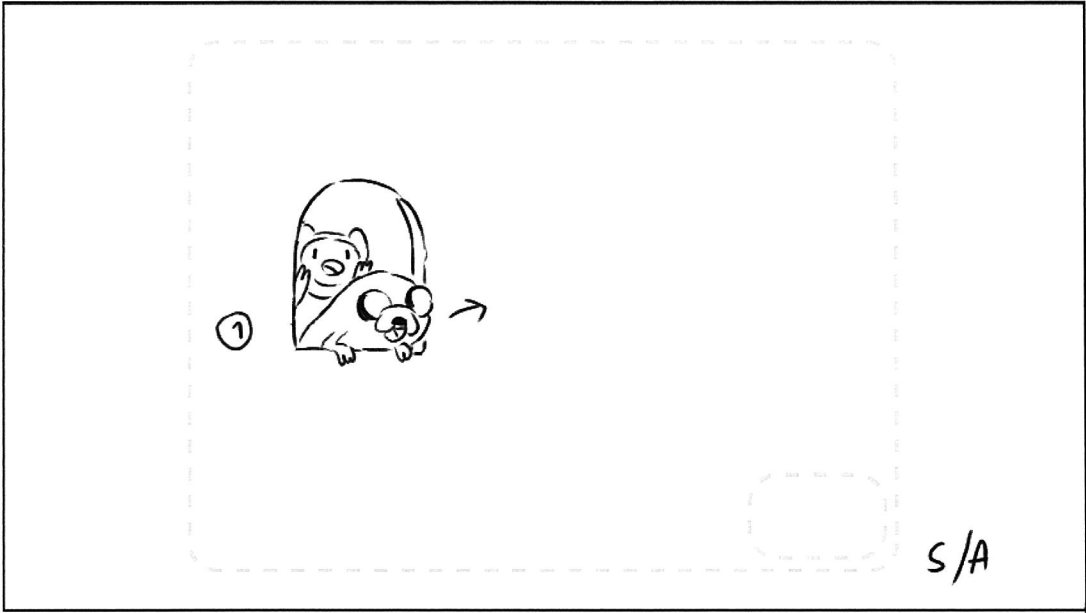


Sc. 52

Pnl. B

Bg.

day night

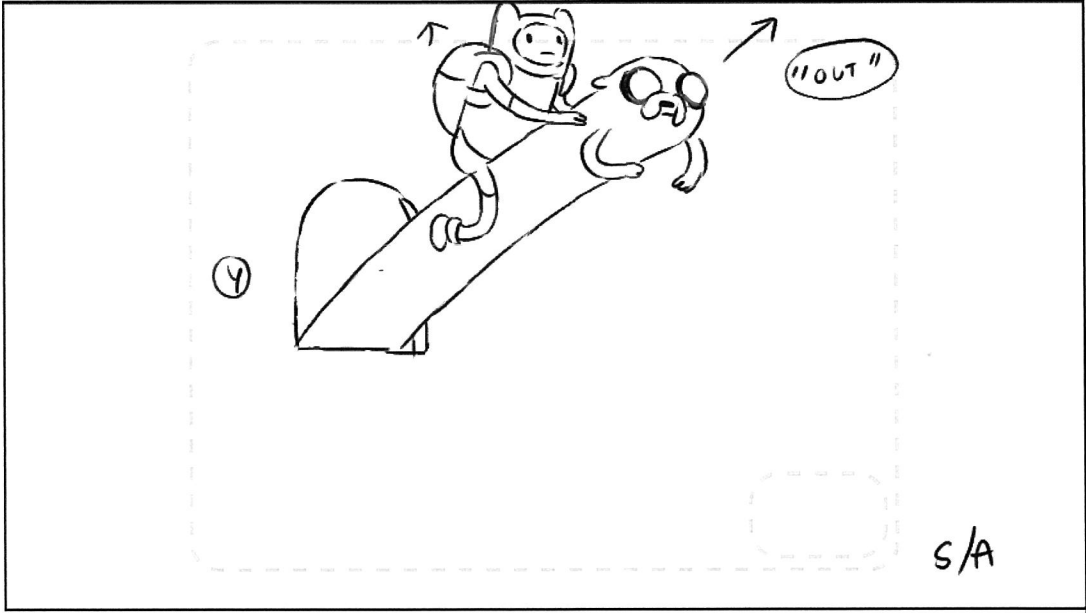


Sc. 52

Pnl. C

Bg.

day night

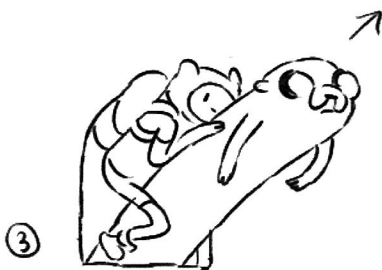


Dialog:

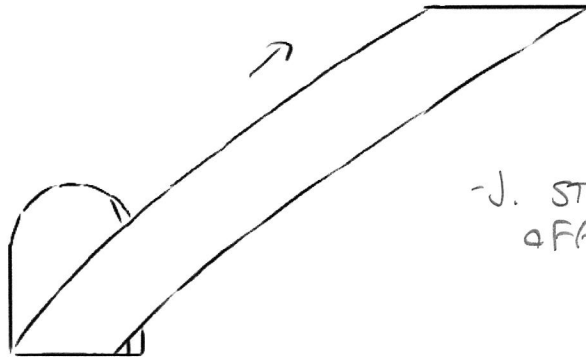
F & J / YO ICE KING, WAIT UP!

Action:

Timing:



END
POSE



-J. STRETCHES
4FF/S

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 53

Pnl. A

Bg.

day night

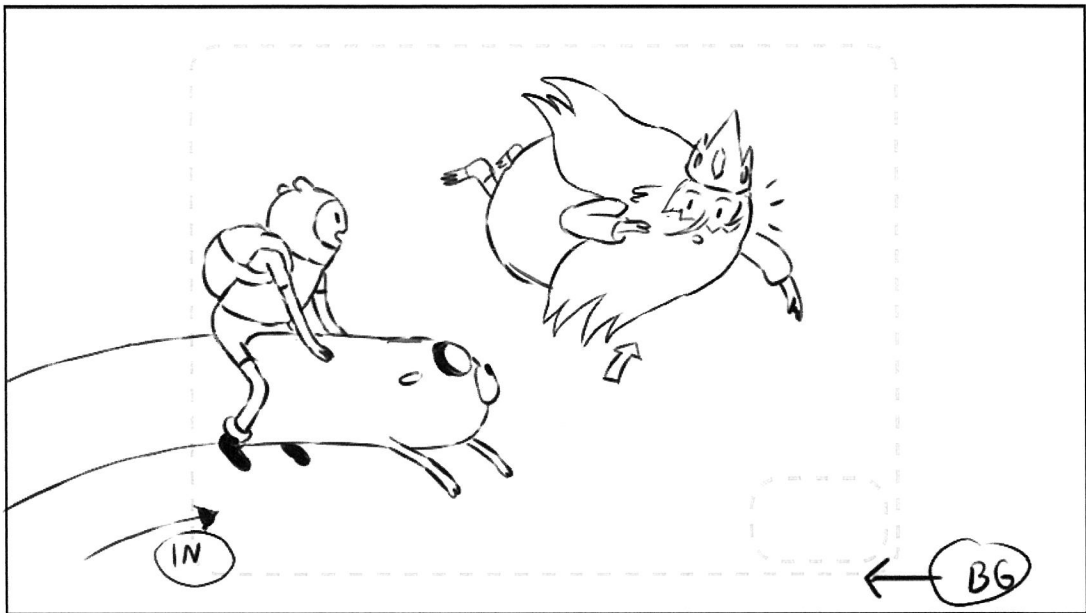


Sc. 53

Pnl. B

Bg.

day night



Dialog:

F) HEY MAN, WE'RE
COMING WITH YOU.

Action:



↑
CYCLE

- J. STRETCHES
ON/S.

[I.K "JUMP" AWAY IN
SURPRISE]

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

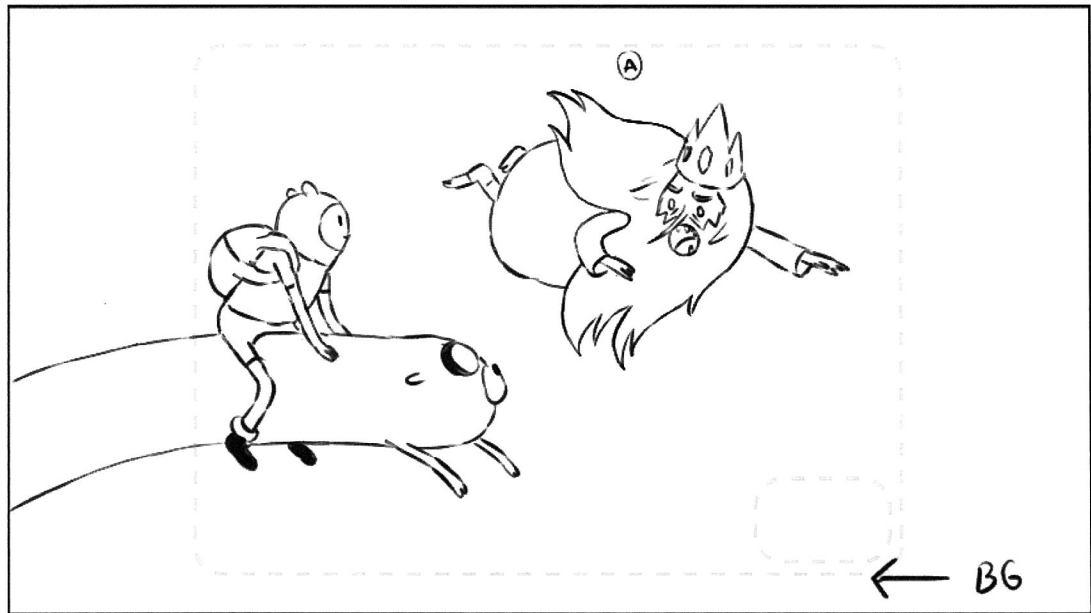


Sc. 53

Pnl. C

Bg.

day night

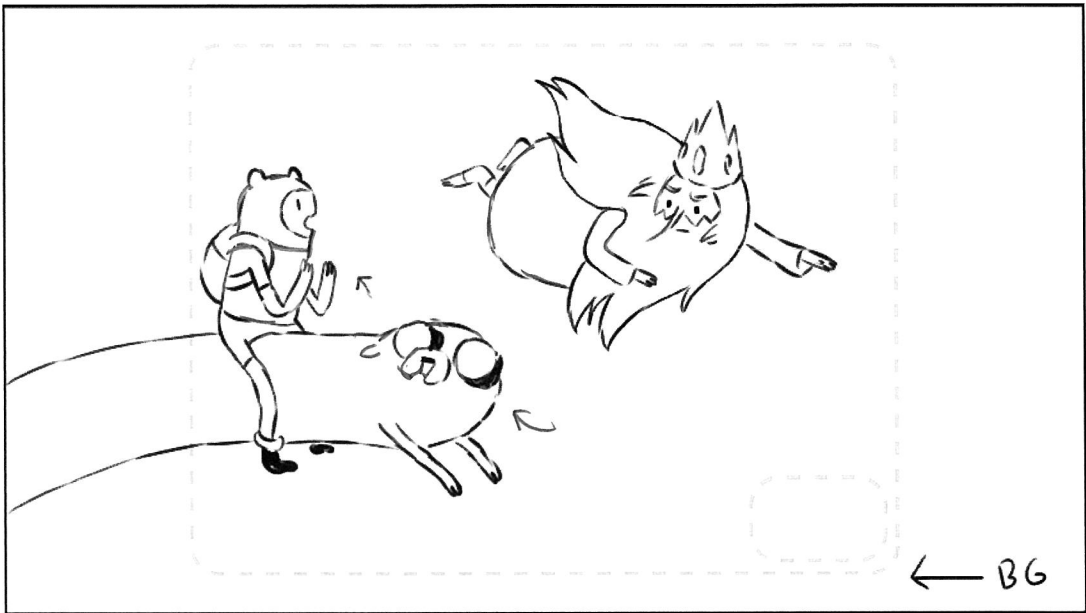


Sc. 53

Pnl. D

Bg.

day night



Dialog:

I.K) BUT THEY SAID NO COPS!

F) WE'RE NOT COPS.

Action:



Timing:

(B)

(BEARD FLAP)

1034-221

EPISODE #

Production :

ADVENTURE TIME

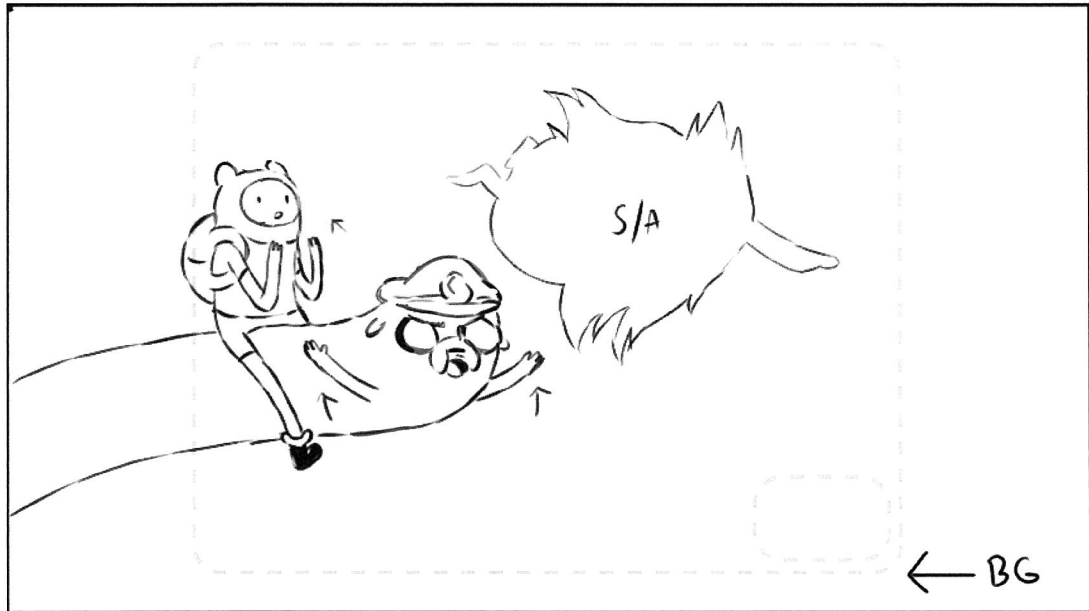


Sc. 53

Pnl. E

Bg.

day night

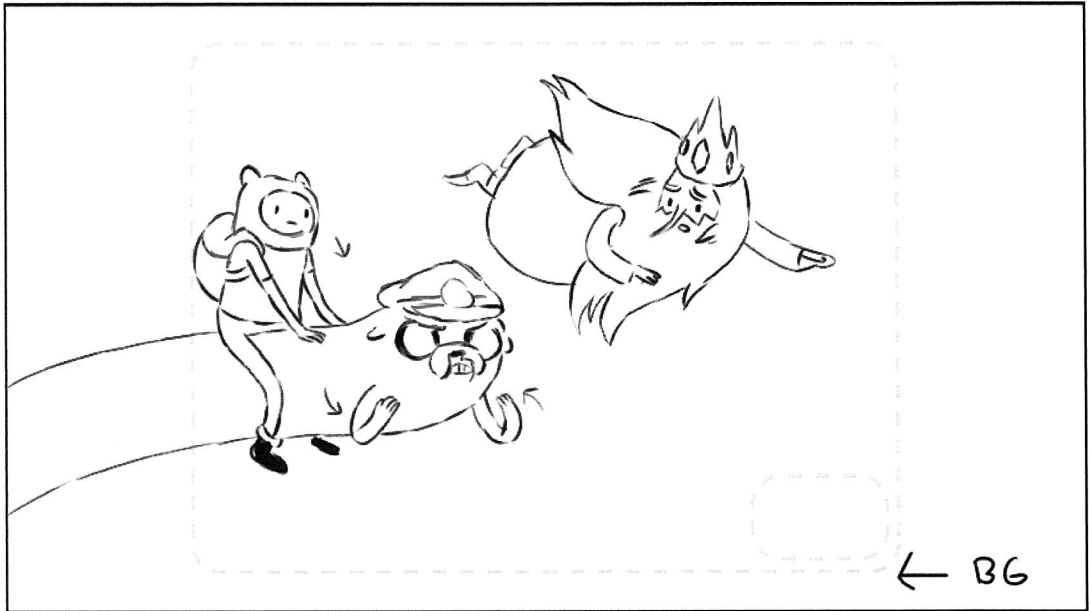


Sc. 53

Pnl. F

Bg.

day night



Dialog:

J, YEAH WE ARE!

J, AND THIS COP IS YOUR BEST CHANCE AT FINDING GUNTER!

Action:

[JAKE'S HEAD TURNS INTO POLICE HAT] [I.K SAME, DEARD FLAPPING]

[JAKE AGRESSIVLY GESTURING TOWARDS HIMSELF]

Timing:



EPISODE # 1034-221

Production :

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ADVENTURE TIME

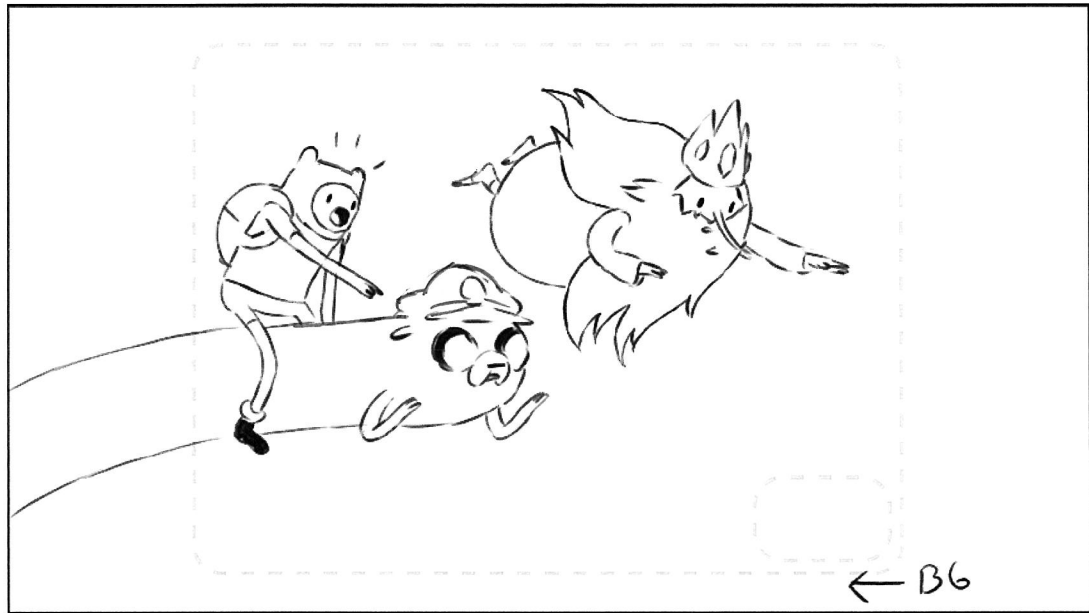


Sc. 53

Pnl. 6

Bg.

day night

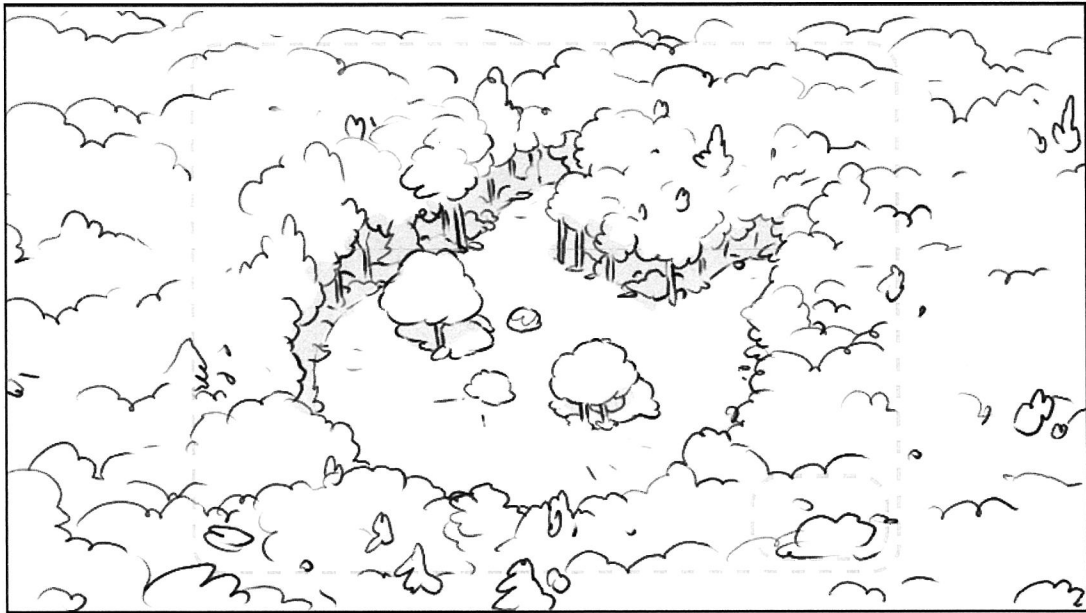


Sc. 54

Pnl. A

Bg.

day night



Dialog:

F) THERE'S MOOSE BONE
CLEARING !

I.K) HEEHEE, I WONDER IF IT'S CALLED
THAT BEAUSE IT'S SHAPED
LIKE A MOOSE BONE

Action:

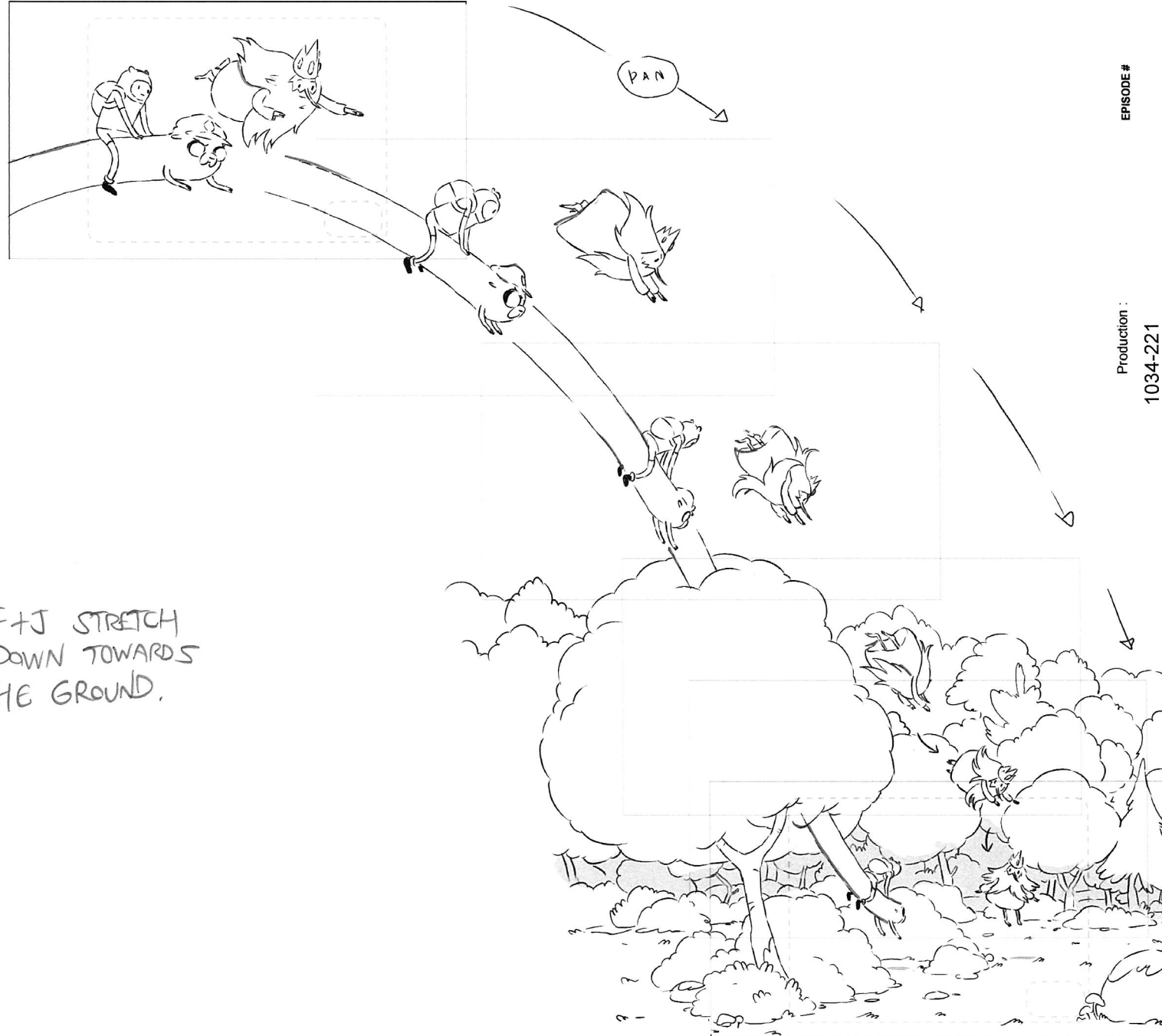
Timing:

EPISODE # 1034-221

Production :

EPISODE #

day night



- F+J STRETCH DOWN TOWARDS THE GROUND.

Production :
1034-221

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ADVENTURE TIME



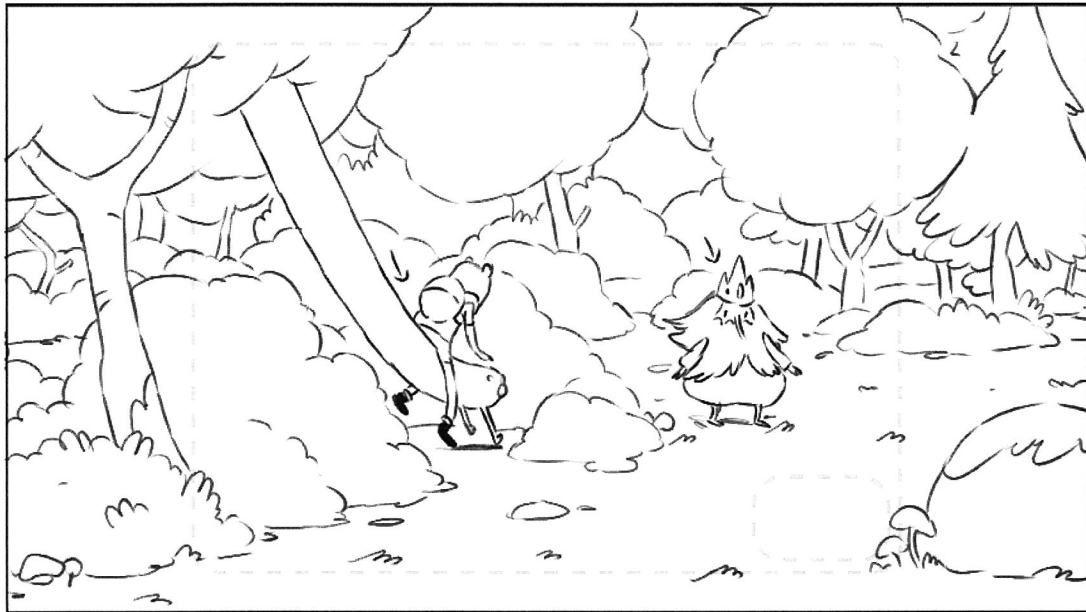
Page 78

Sc. 55

Pnl. b

Bg.

day night



Sc. 55

Pnl. c

Bg.

day night



Dialog:

Action:

Timing:



[JAKES ARMS BECOME
LEGS , GROWS NEW ARMS]



EPISODE # 1034-221
Production :

ADVENTURE TIME

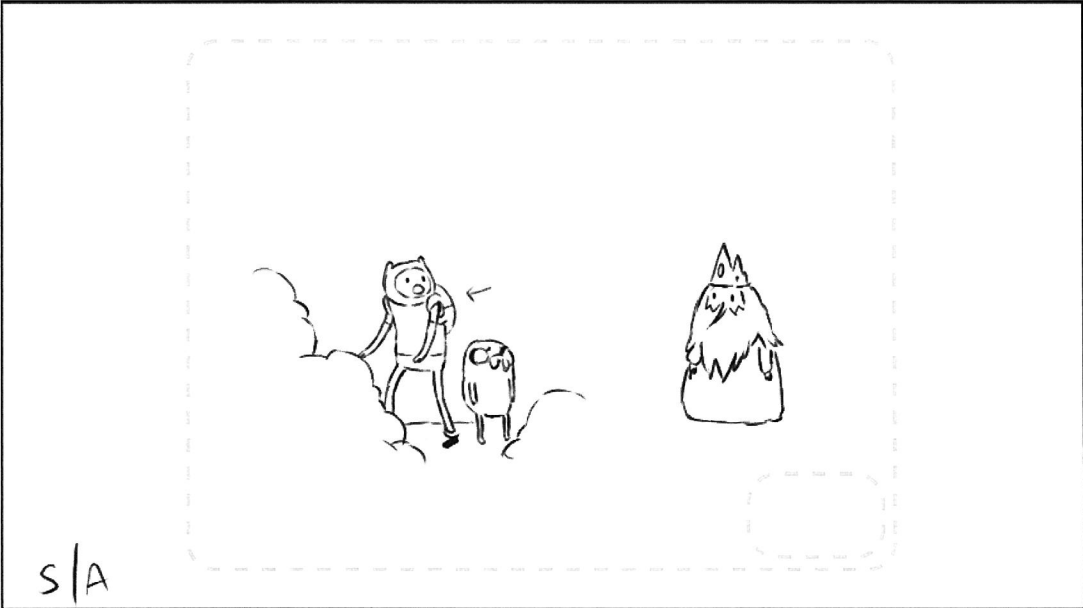


Sc. 55

Pnl. D

Bg.

day night

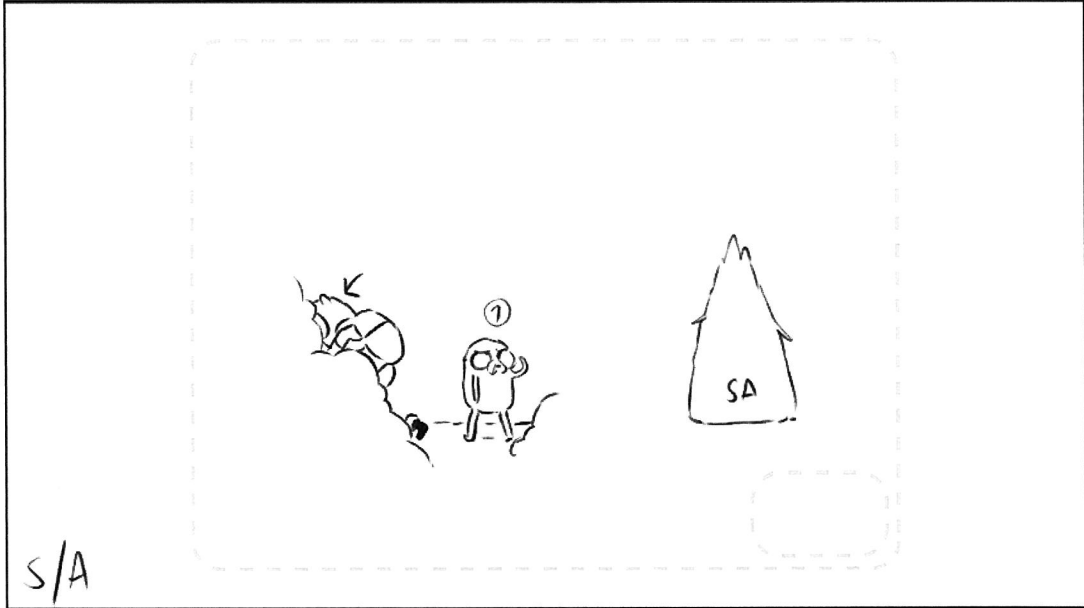


Sc. 55

Pnl. E

Bg.

day night



Dialog:

F) OK, WE'RE RIGHT
BEHIND YOU.

Action:

(FINN HIDES IN BUSH.)

Timing:



EPISODE # 1034-221

Production :

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ADVENTURE TIME

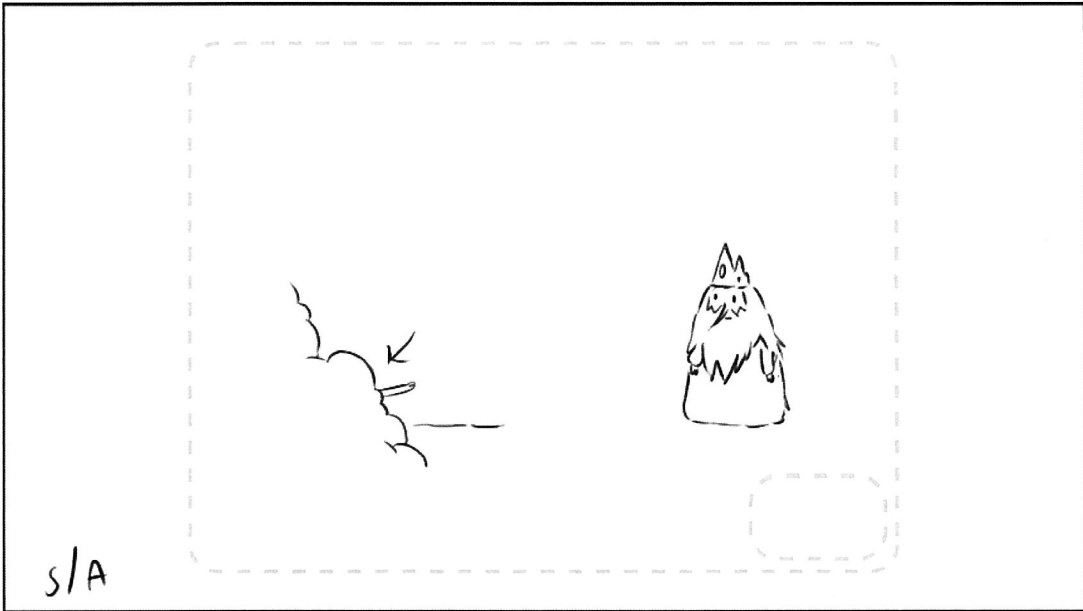


Sc. 55

Pnl. F

Bg.

day night

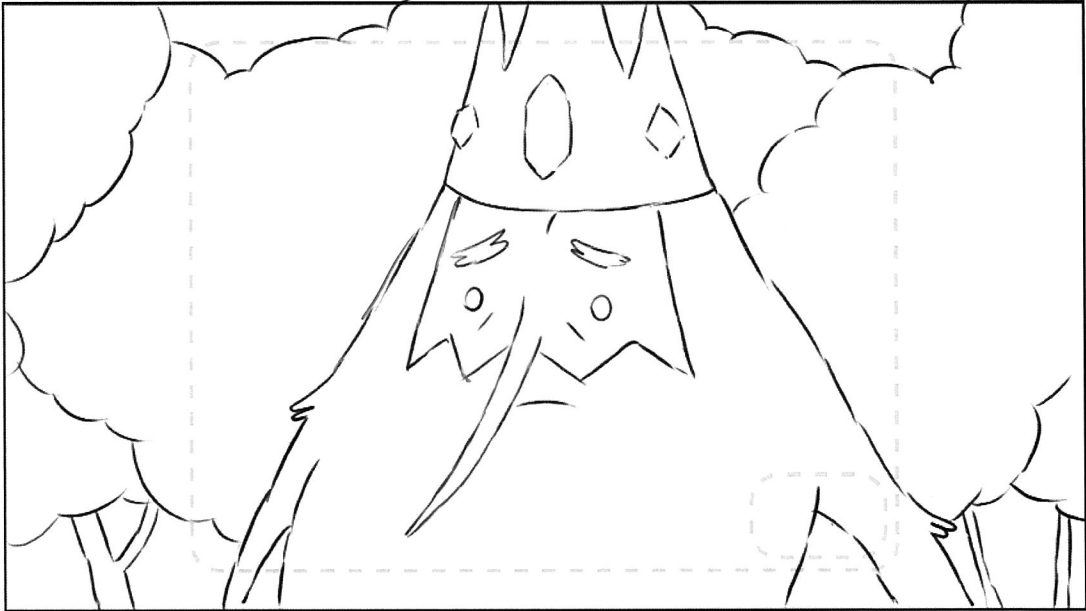


Sc. 56

Pnl. A

Bg.

day night



Dialog:

(SP)

Action:

(JAKE KEEPS POINTING
AS HE DISAPPEARS IN
BUSH)

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

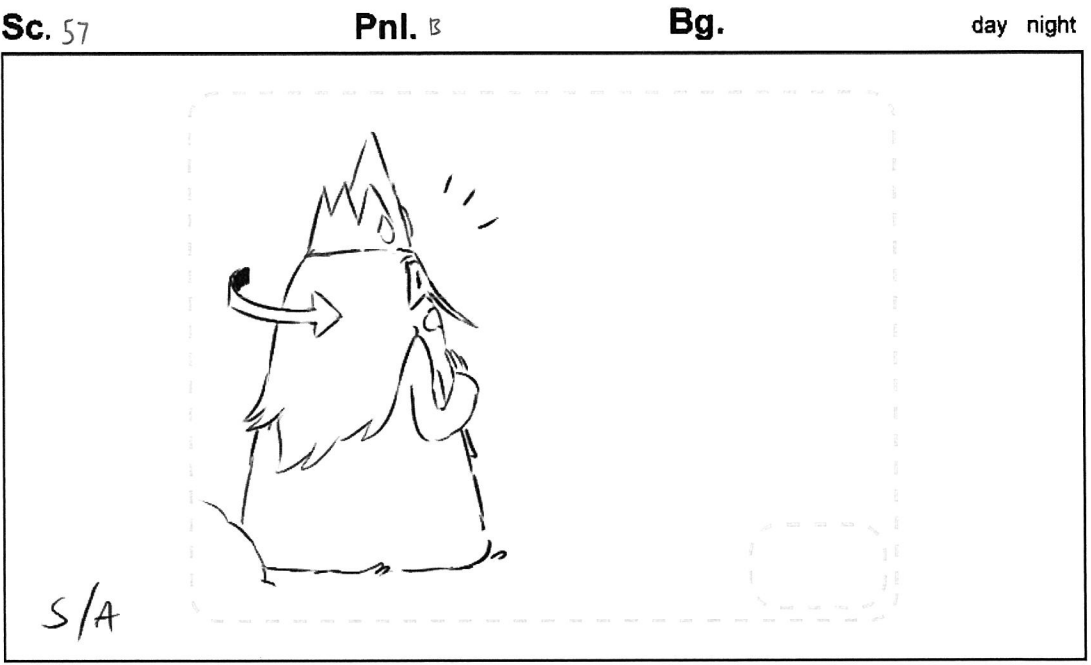
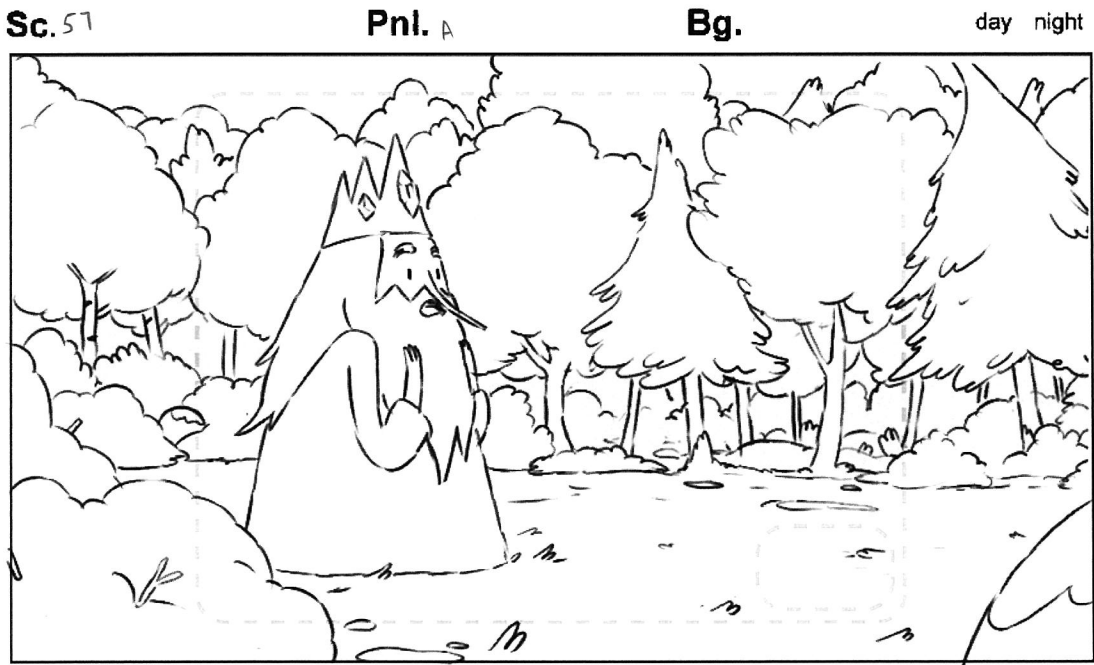


Sc. 56	Pnl. B	Bg.	day night	Sc. 56	Pnl. C	Bg.	day night

Dialog:	<p><u>VOICE</u>) ^(o/s) PUT THE CROWN ON THE GROUND AND LEAVE!</p> <p><u>I.K.</u>) UHH -</p>
Action:	<p>- I.K. TURNS TOWARDS SOURCE OF VOICE.</p>
Timing:	

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ADVENTURE TIME



Dialog:	<div>I.K. / WHAT COPS !?!</div>
Action:	
Timing:	

Production : EPISODE # 1034-221

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ADVENTURE TIME

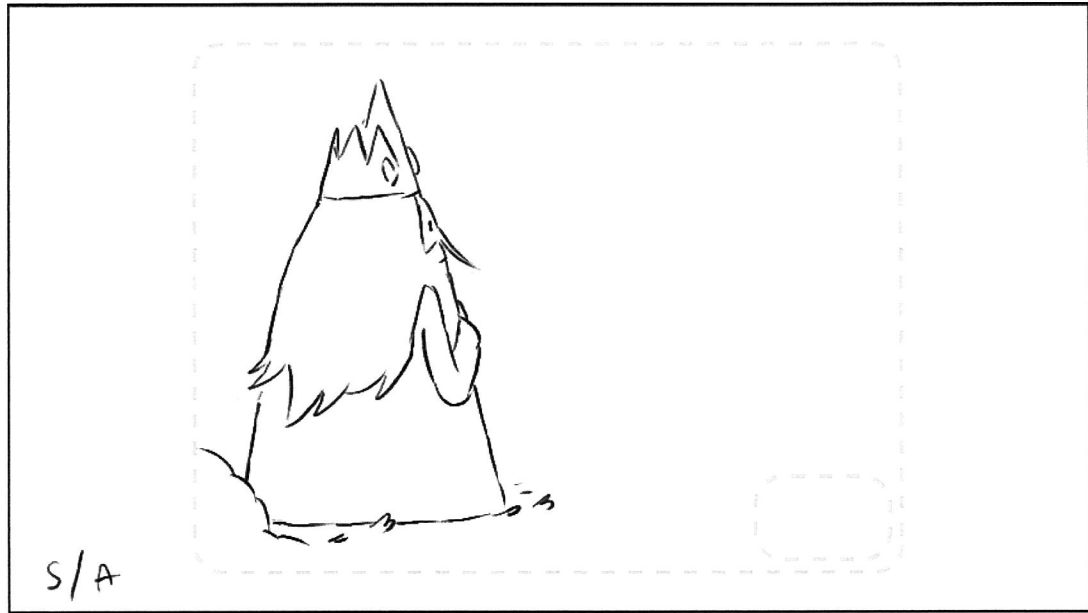


Sc. 57

Pnl. C

Bg.

day night

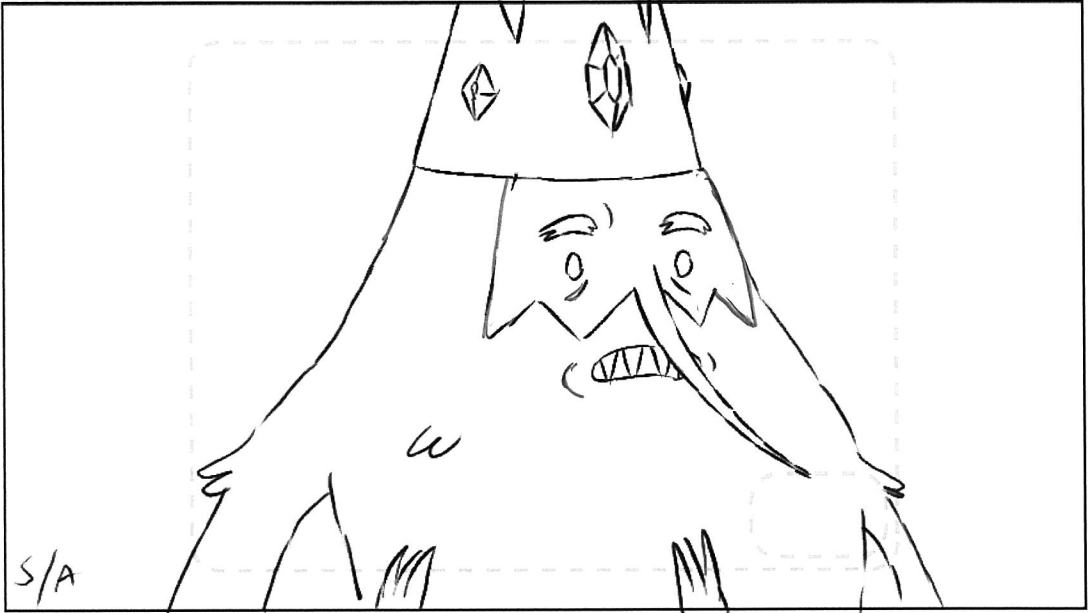


Sc. 58

Pnl. A

Bg.

day night



Dialog:
<u>VOICE</u> (O/S) I... I DIDN'T MENTION ANY COPS
Action:
Timing:

Production : 1034-221 EPISODE #

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ADVENTURE TIME

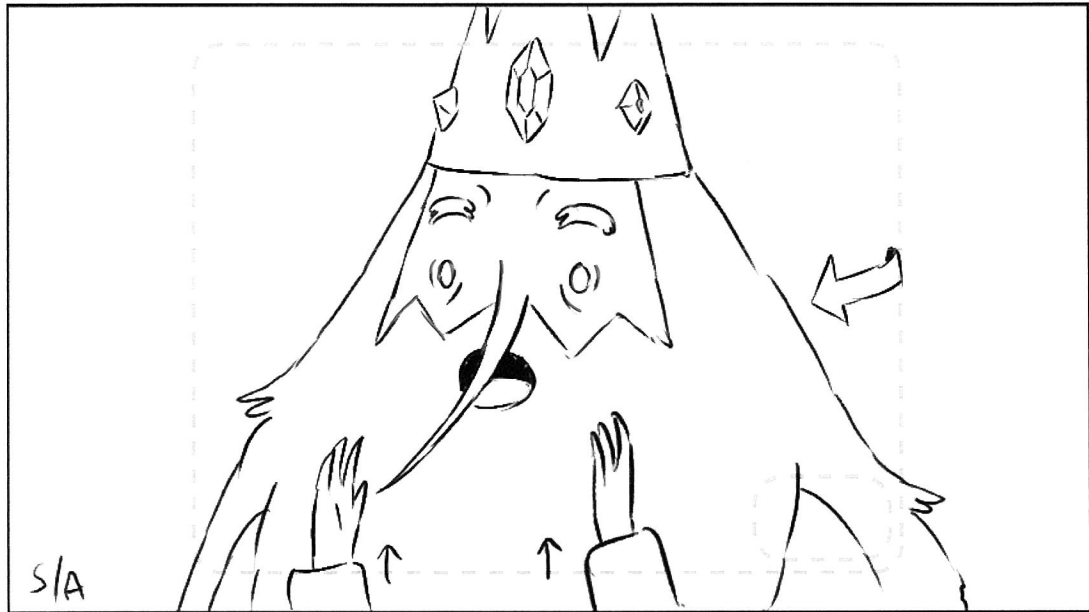


Sc. 58

Pnl. B

Bg.

day night

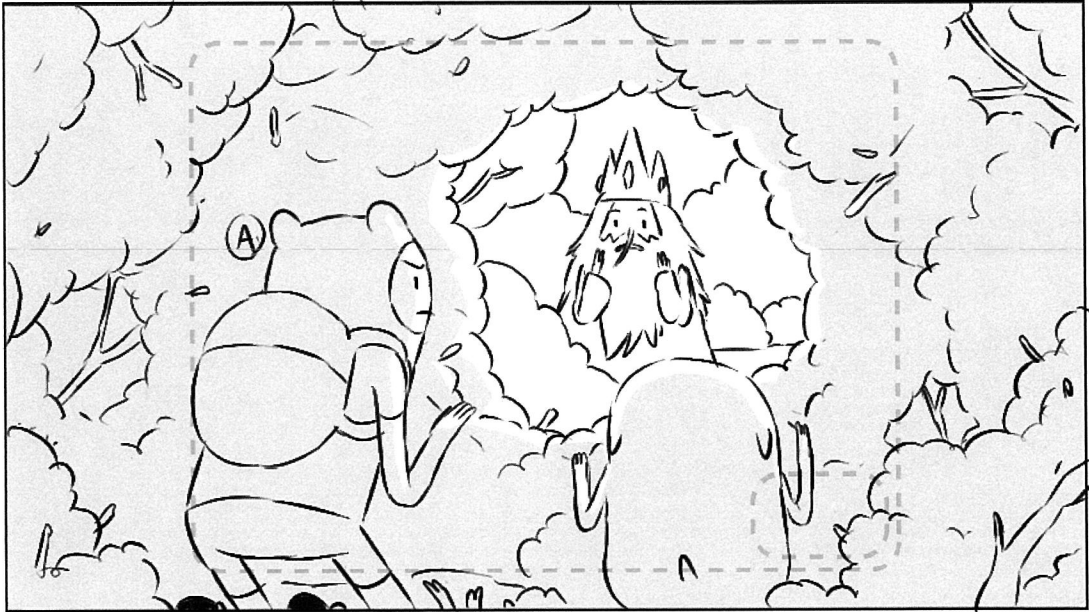


Sc. 59

Pnl. A

Bg.

day night

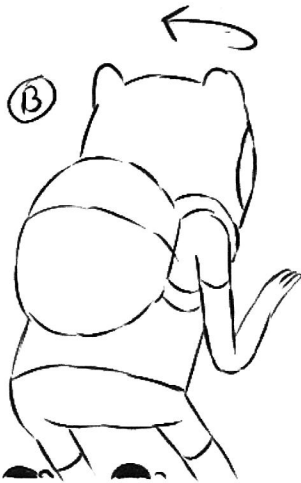


Dialog:

I.K.) HE'S ON TO US!
(LOUD WHISPER)

Action:

Timing:



CYCLE



- F+J
SHAKE
HEAPS

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ADVENTURE TIME



Sc. 59

Pnl. B

Bg.

day night

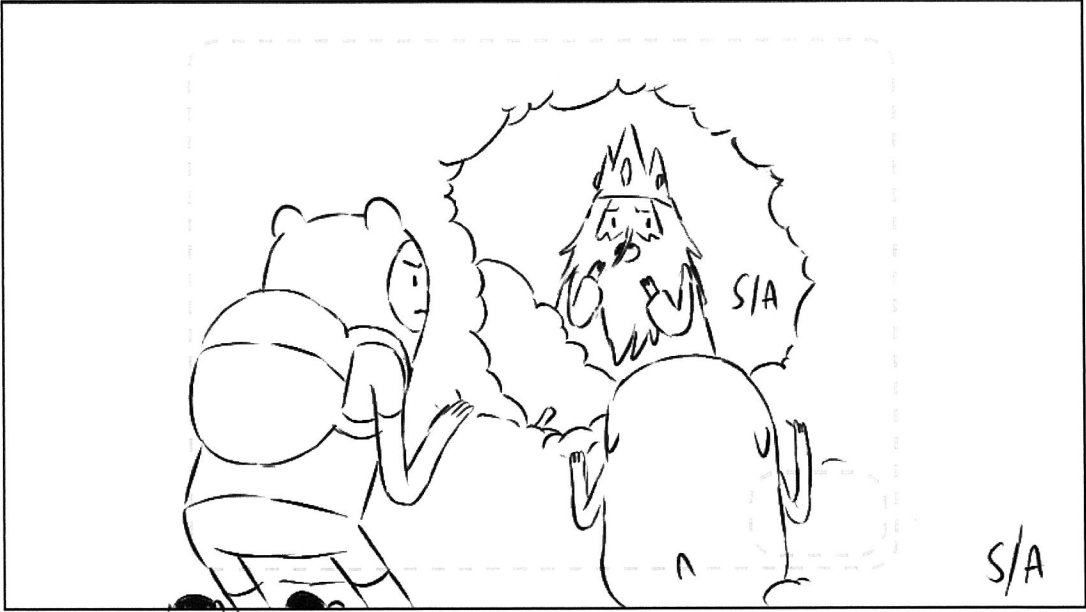


Sc. 59

Pnl. C

Bg.

day night



Dialog:

I.K / OH WAIT ...

Action:

Timing:



EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 60

Pnl. A

Bg.

day night

Sc. 60

Pnl. B

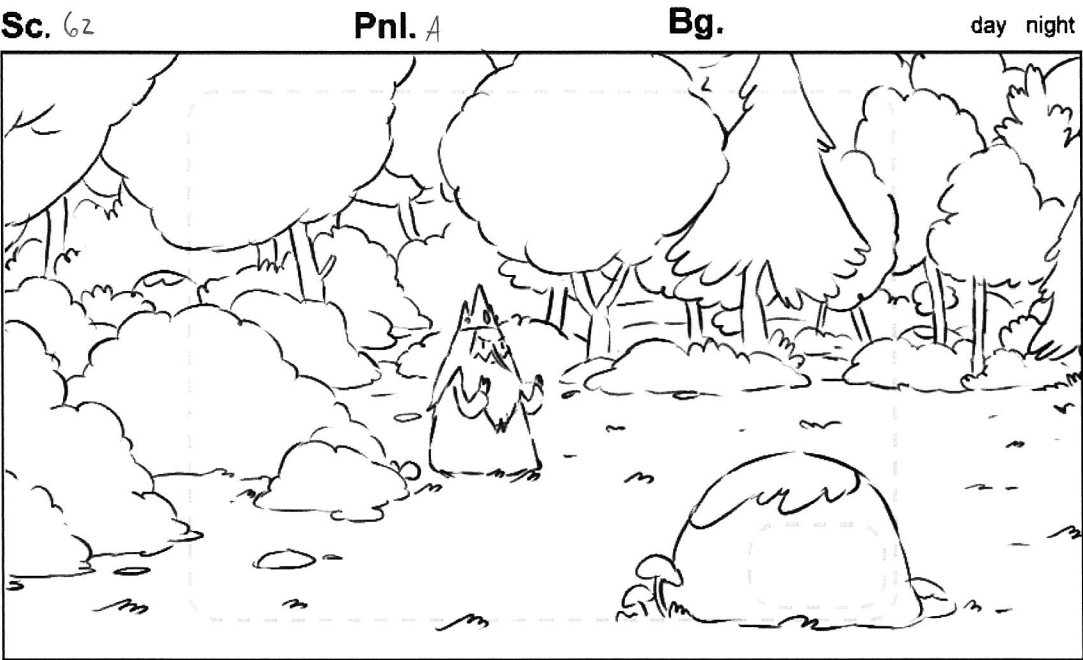
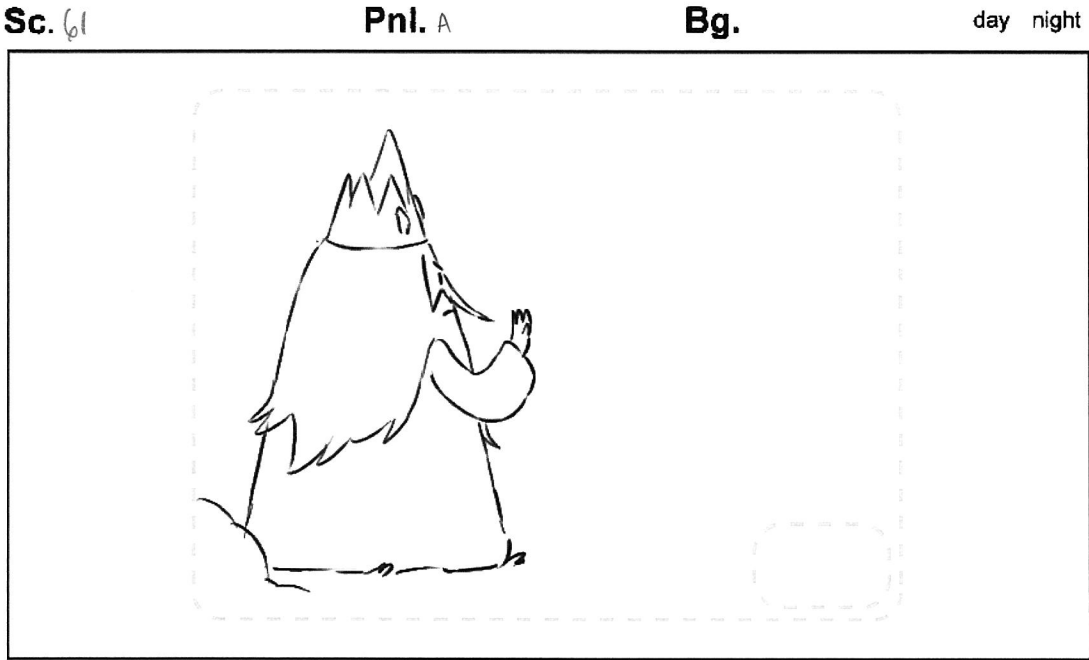
Bg.

day night

Dialog:	<u>I.K</u>) ... I MEAN ...	<u>I.K</u>) FIRST SHOW ME GUNTER!
Action:		
Timing:		

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ADVENTURE TIME



Dialog:
<p>VOICE) NO. ...</p> <p>SP</p>
Action:
Timing:

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ADVENTURE TIME

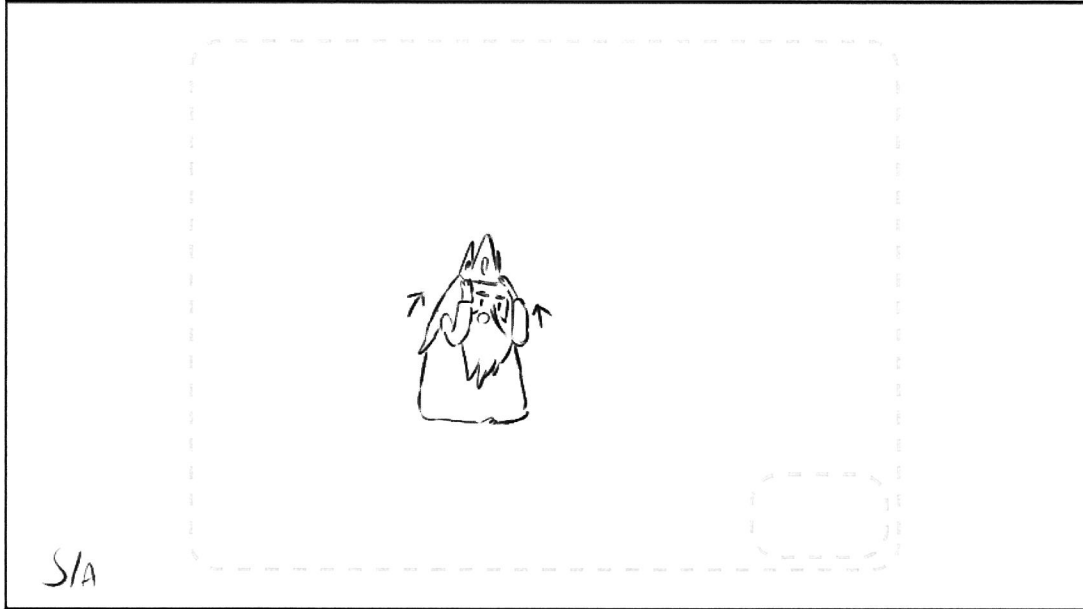


Sc. 62

Pnl. B

Bg.

day night

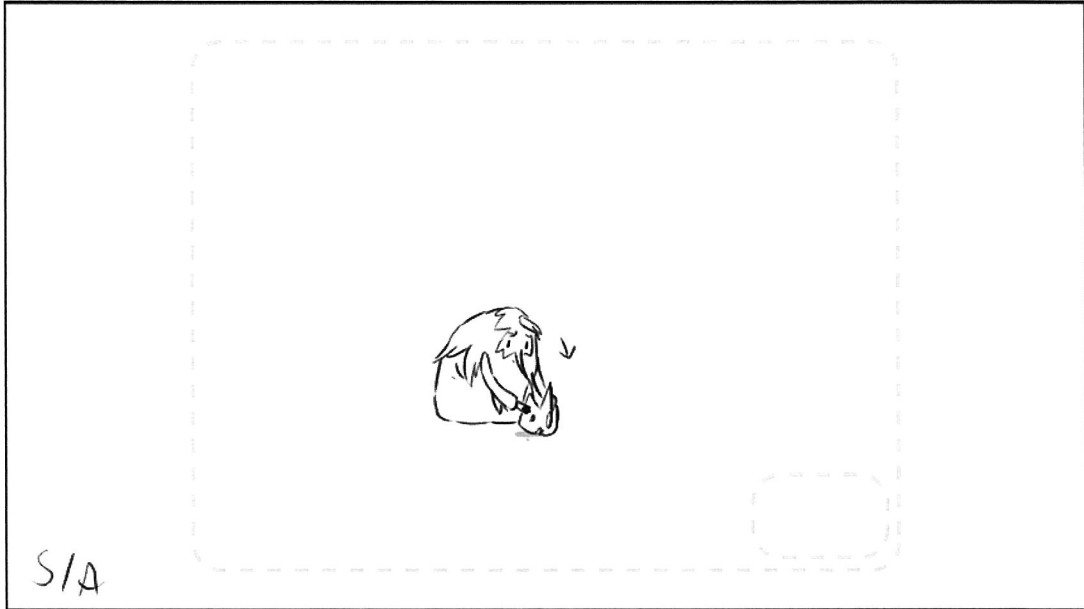


Sc. 62

Pnl. C

Bg.

day night



Dialog:

(MATTER-OF-FACT)
L.K.) OK.

Action:

- LK SETS DOWN CROWN.

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 62

Pnl. D

Bg.

day night



Dialog:

← ADJ.

Action:

- IK WALKS OVER TO BUSH.
- ADJ. w/ IK

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 63

Pnl. A

Bg.

day night

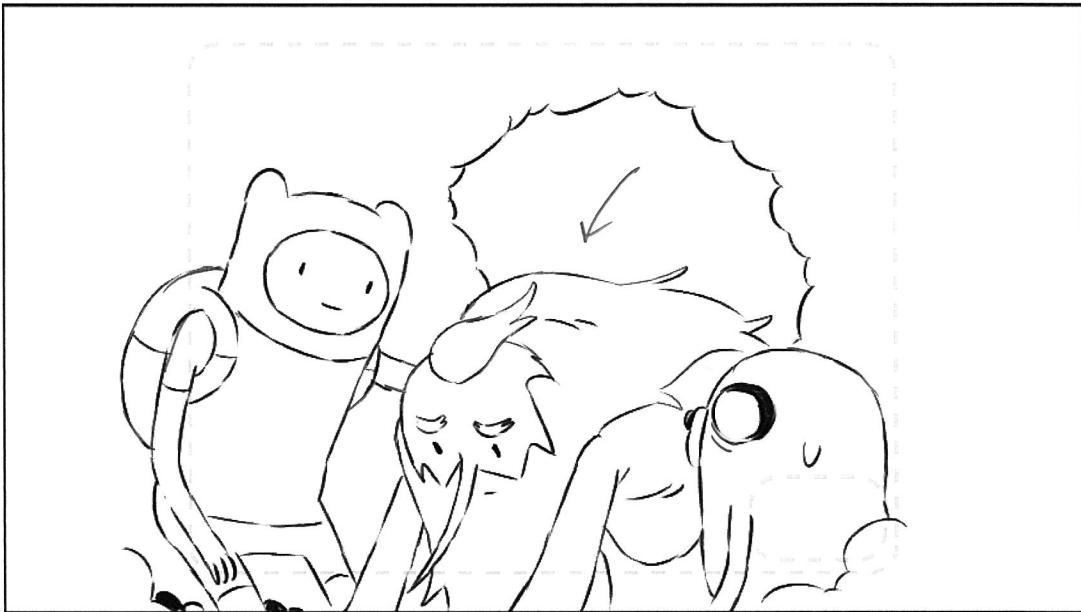


Sc. 63

Pnl. B

Bg.

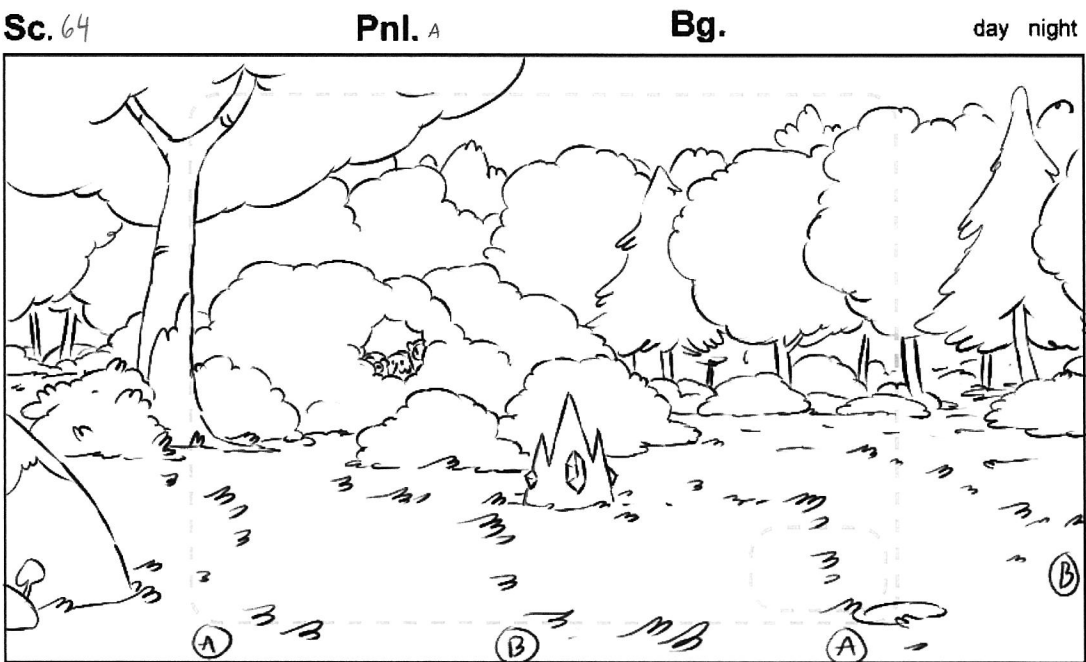
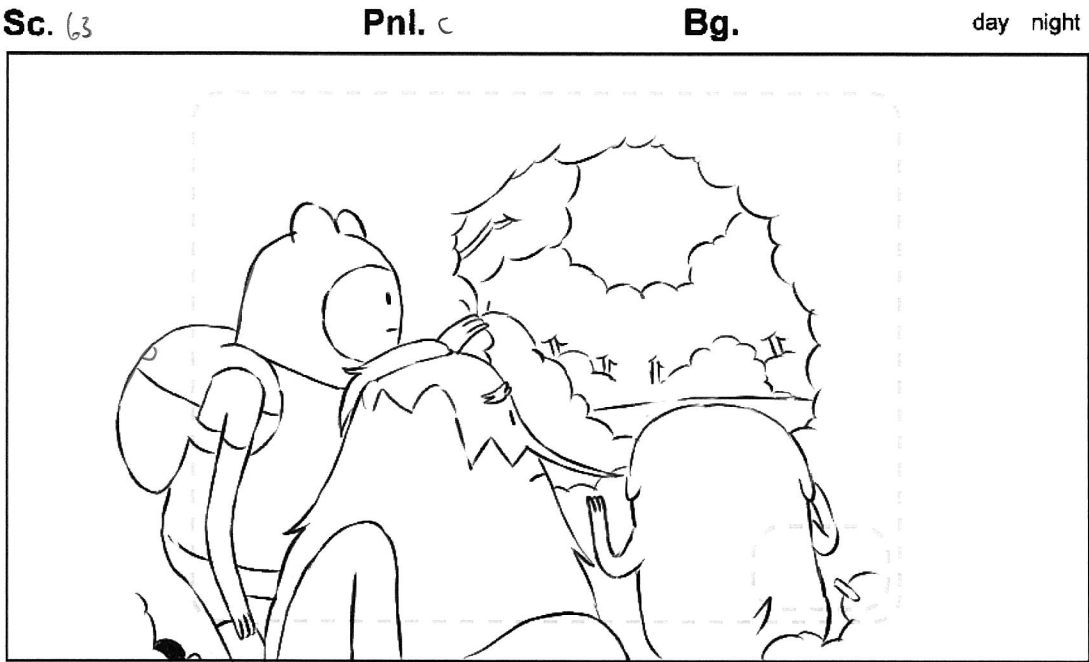
day night



Dialog:
(SP)
Action:
Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

[WIND]

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ADVENTURE TIME

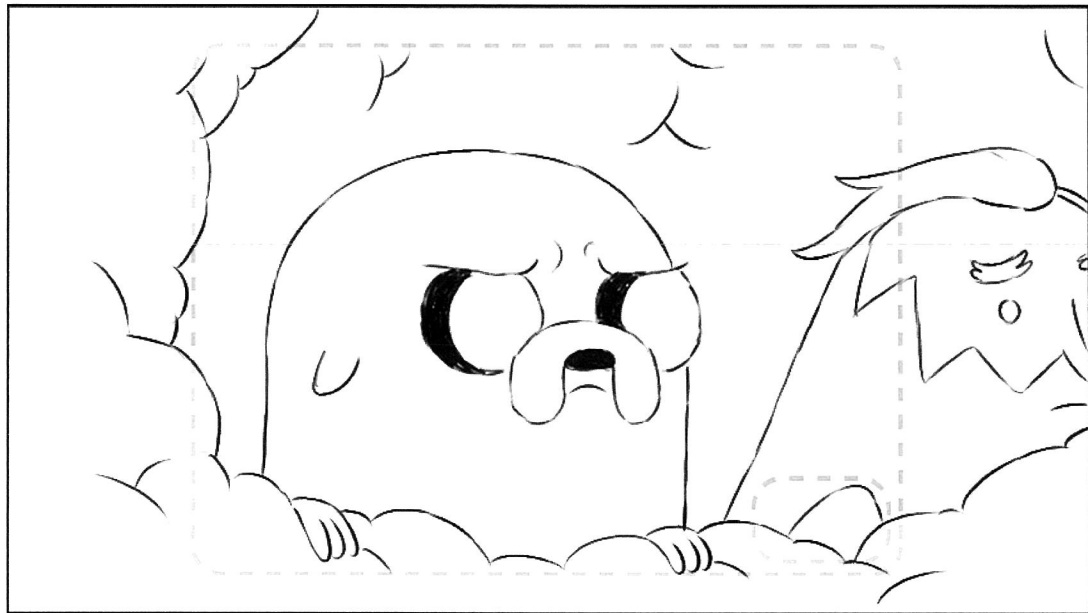


Sc. 65

Pnl. A

Bg.

day night

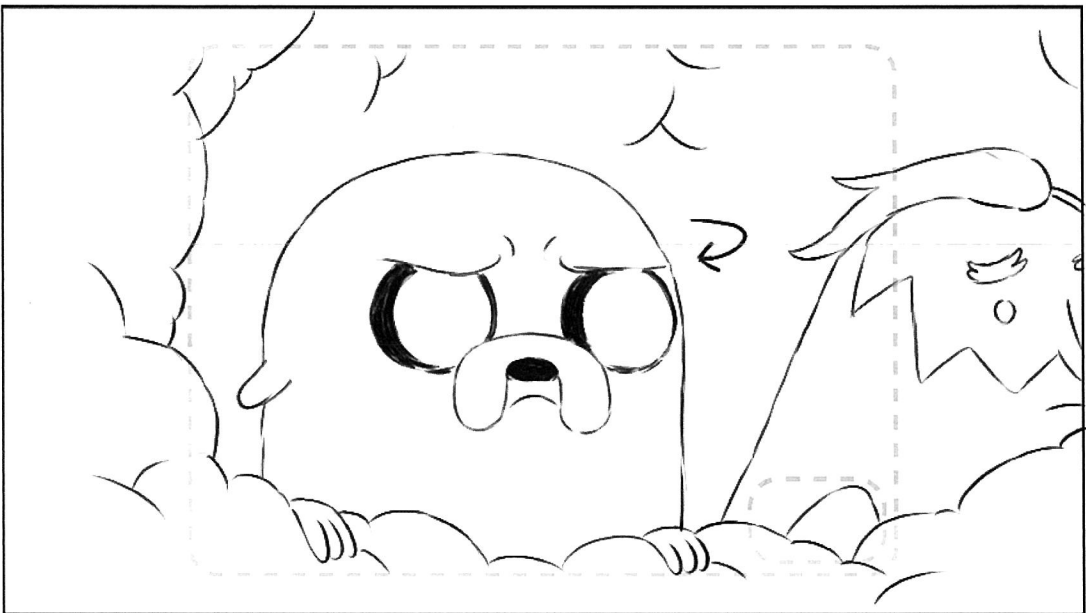


Sc. 65

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 66

Pnl. A

Bg.

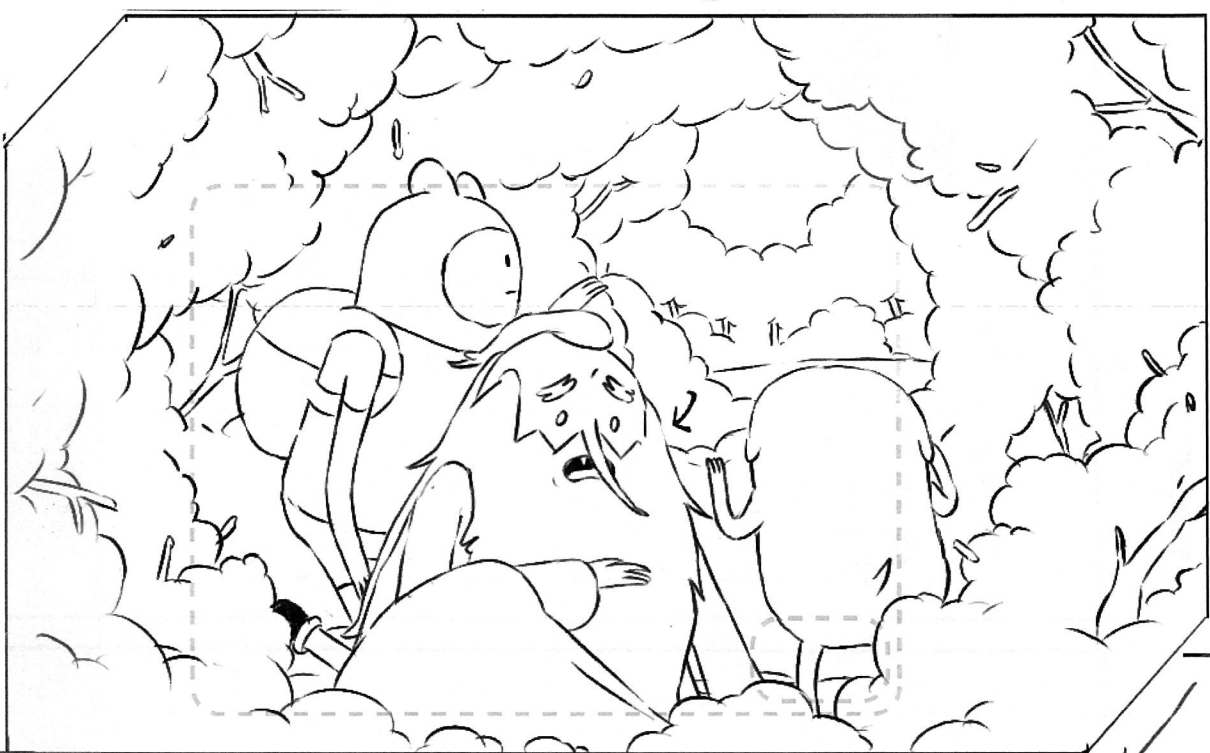
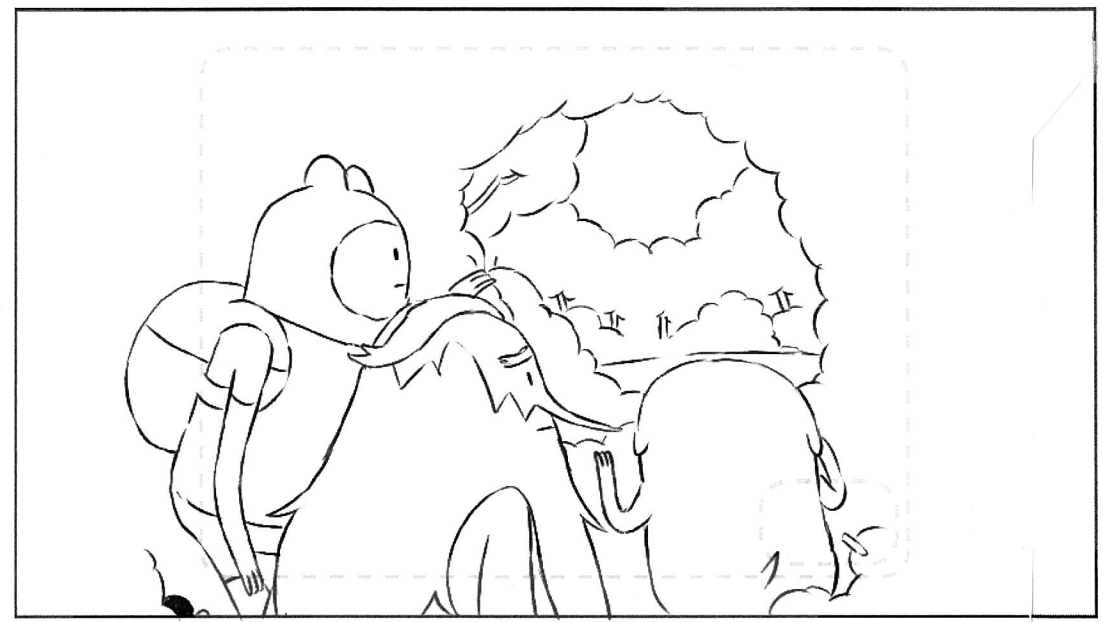
day night

Sc. 66

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

I.K) POOR GUNTER, I HOPE HE'S OK ...

- IK TURNS AWAY.

(ADJ. CAM)
WITH I.K

Production :

EPISODE # 1034-221

START

ADVENTURE TIME

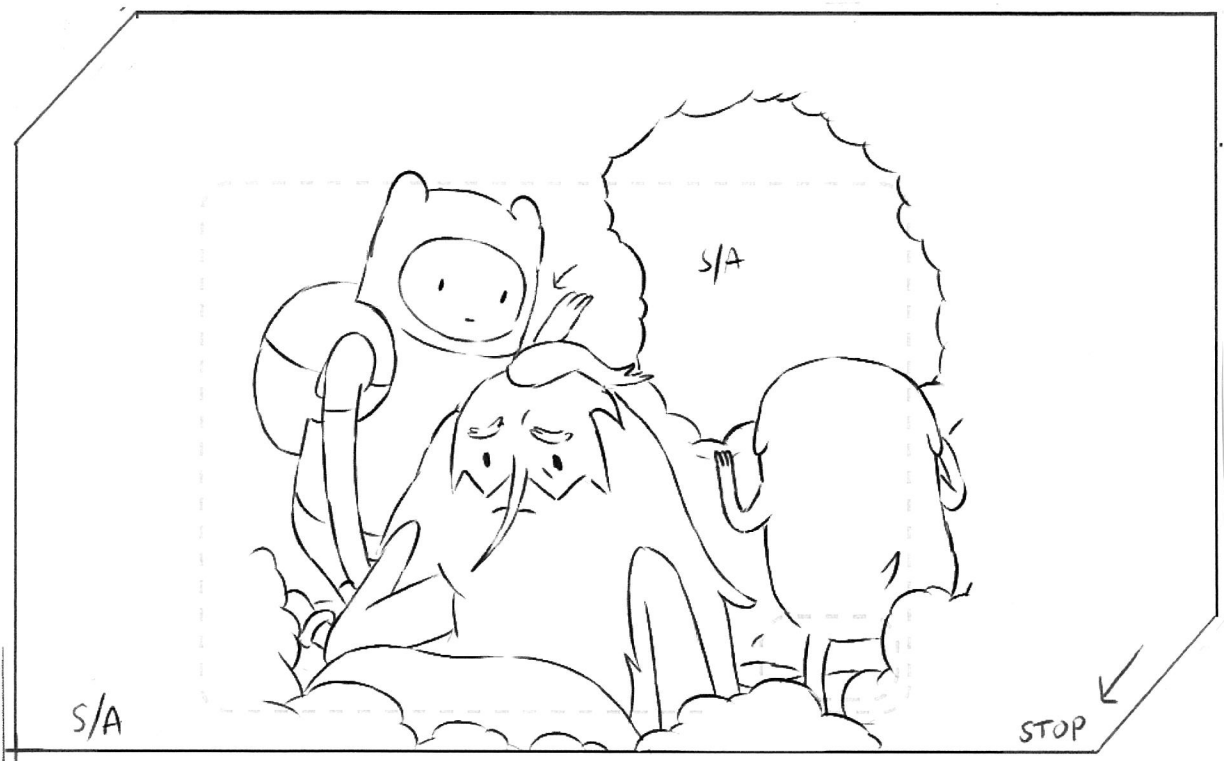


Sc. 66

Pnl. <

Bg.

day night



Action:

Timing:

②



③



- IK REACHES INTO BEARD

EPISODE #

Production :

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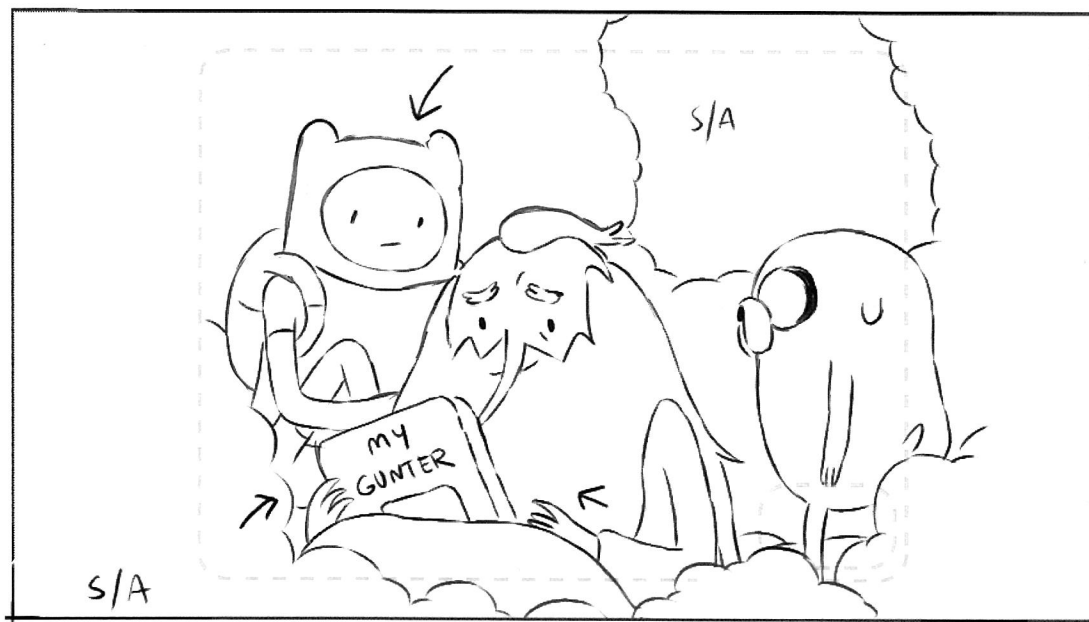
next p. 13

ADVENTURE TIME

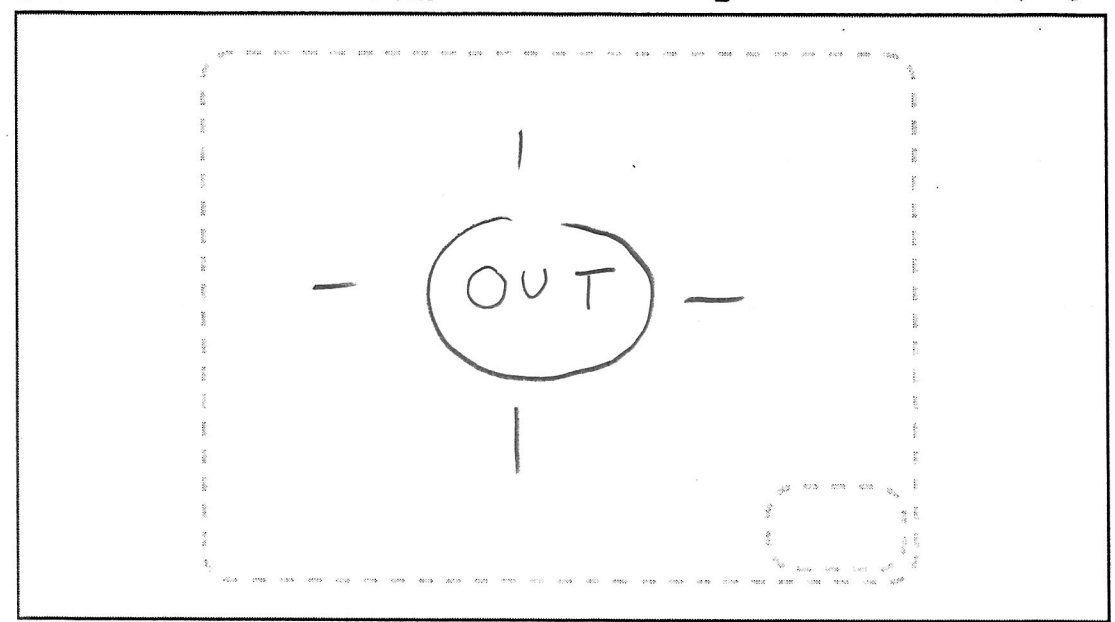


Page 94 A

Sc. 66 Pnl. Bg. day night



Sc. Pnl. Bg. day night

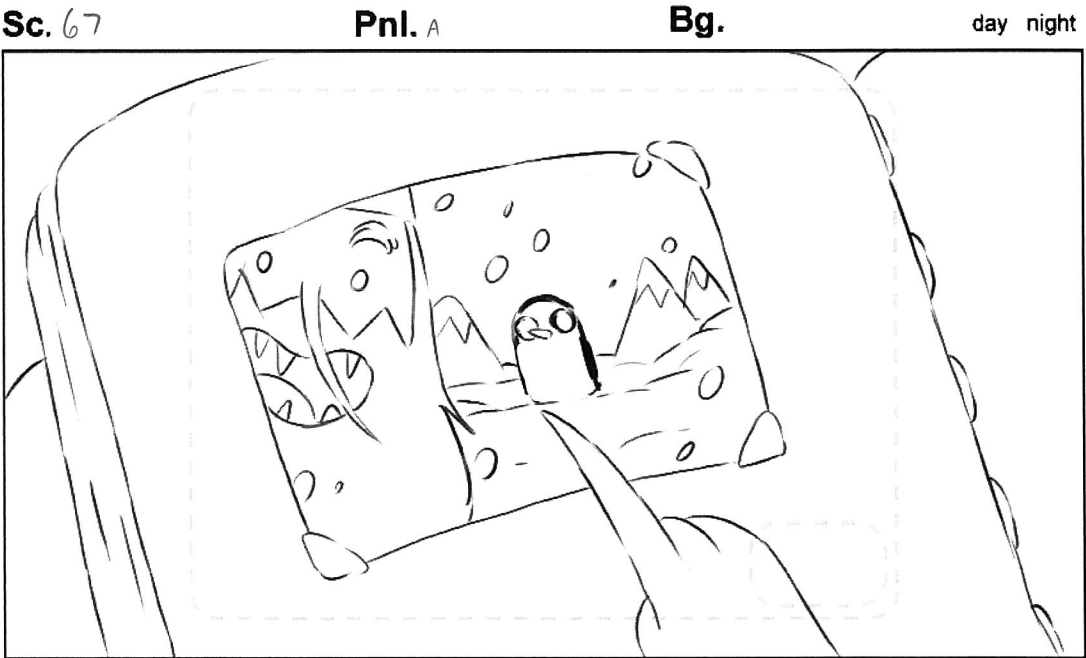
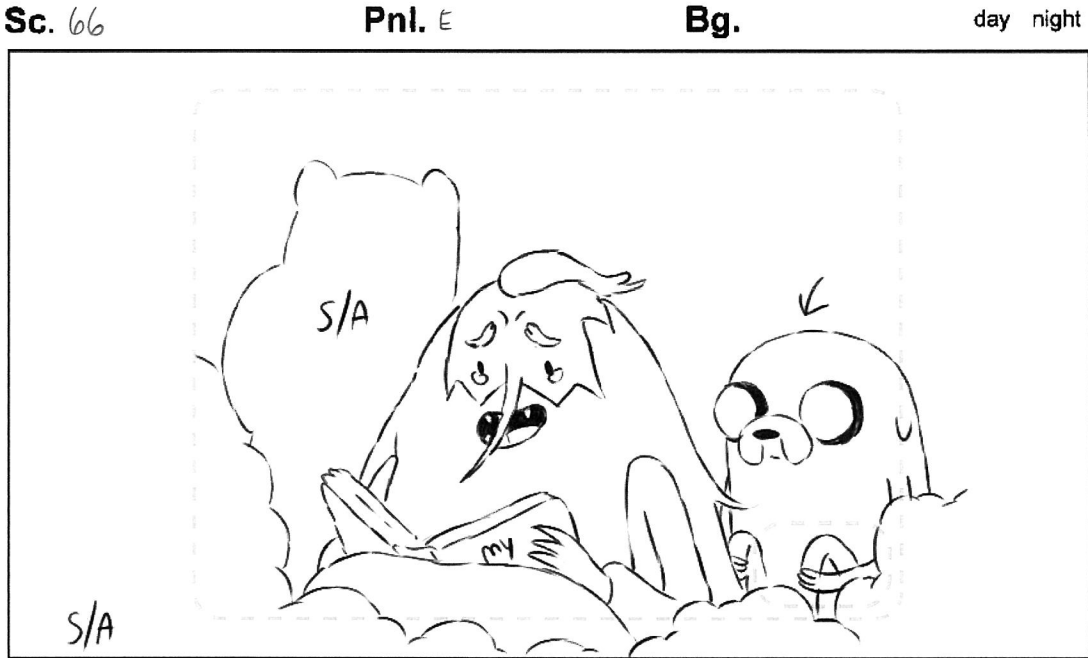


Dialog:
Action: [FK PULLS OUT PHOTO ALBUM.]
Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:	I.K / THIS IS WHEN I FOUND HIM.	
Action:	①	- J. SITS DOWN - IK POINTS TO PHOTO
Timing:		

EPISODE # 1034-221

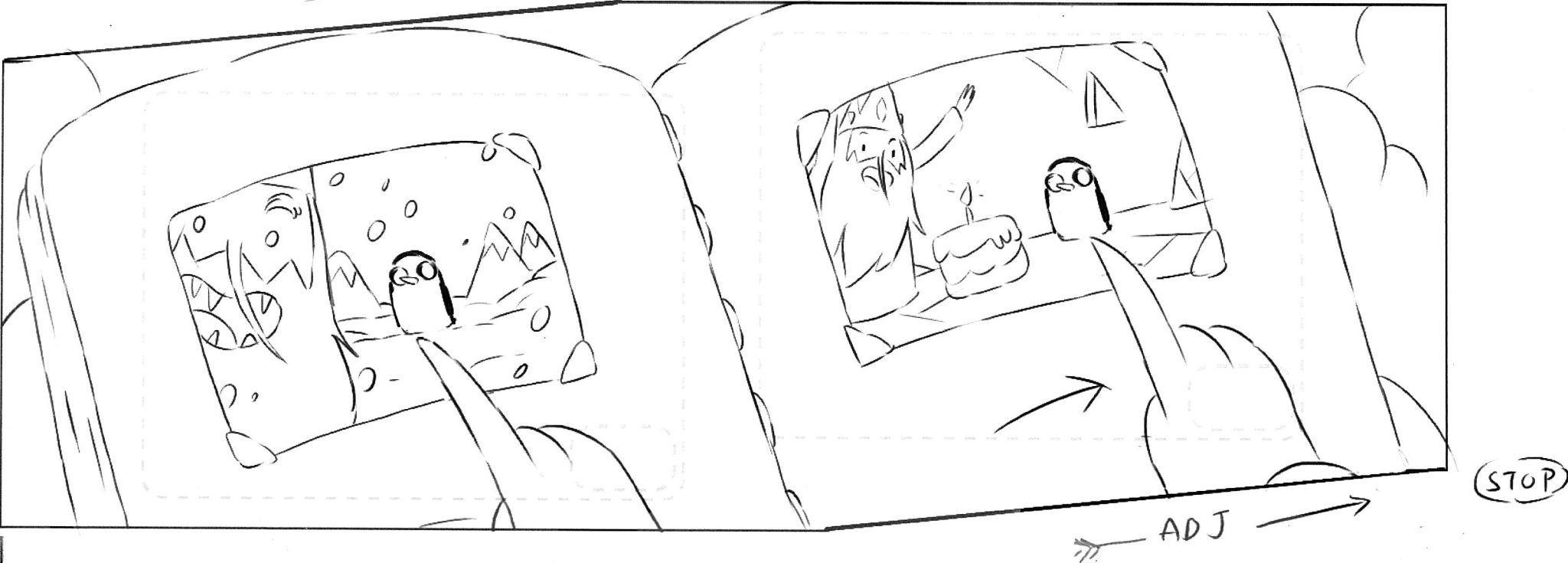
Production :

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ADVENTURE TIME



Sc. 67 Pnl. 8 Bg. day night



Action: - I.K. POINTS TO ANOTHER PHOTO.
- ADJ. CAM WITH HAND.

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc. 67	Pnl. c	Bg.	day night
<p>Dialog: I.K / HIS FIFTEENTH BIRTHDAY -</p>							
<p>Action:</p>							
<p>Timing:</p>							

EPISODE # 1034-221

Production :

ADVENTURE TIME



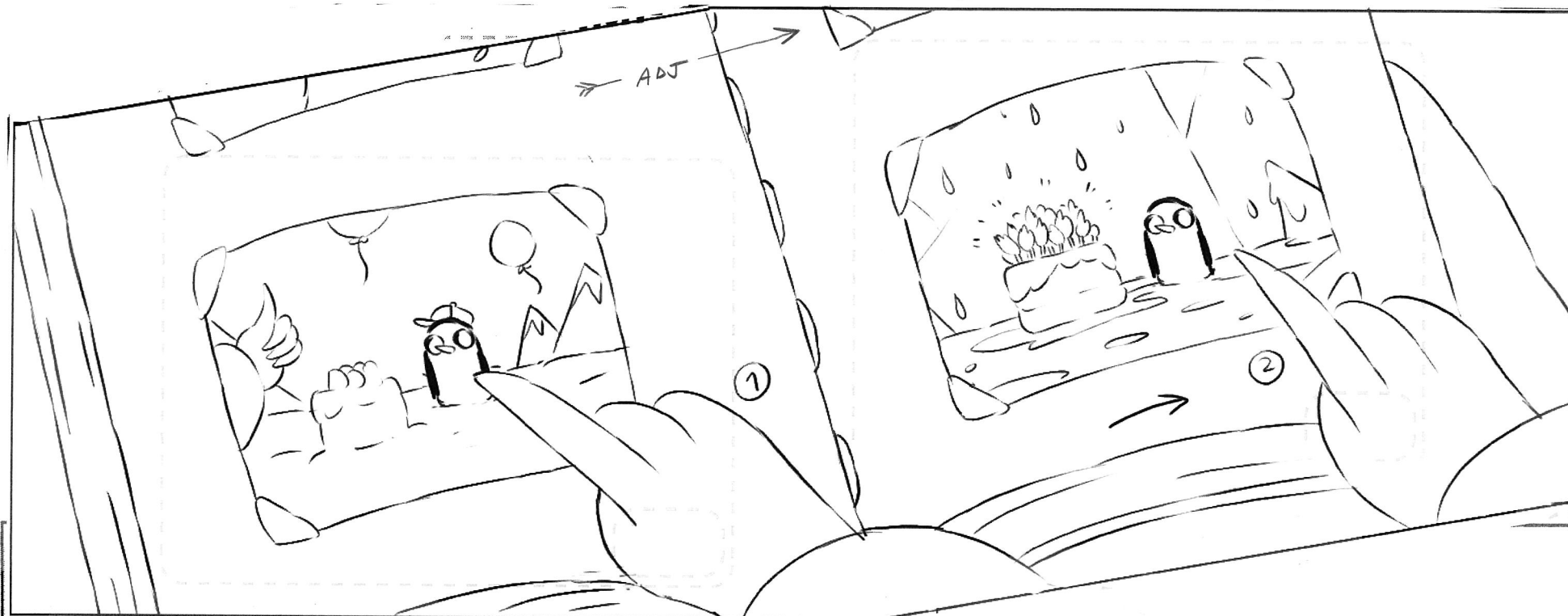
Page 98

Sc. 67

Pnl. D

Bg.

day night



START

Action:

I.K.) HIS HUNDRED-AND FIFTEENTH BIRTHDAY.
- IK POINTS TO LAST PHOTO
- ADJ. W/ ACTION

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

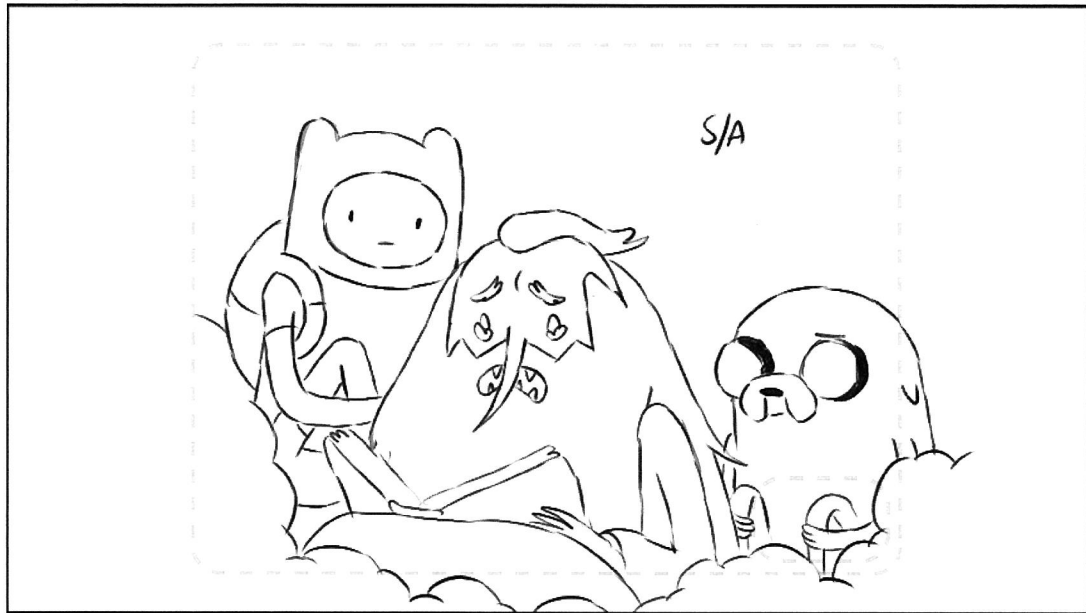


Sc. 68

Pnl. A

Bg.

day night

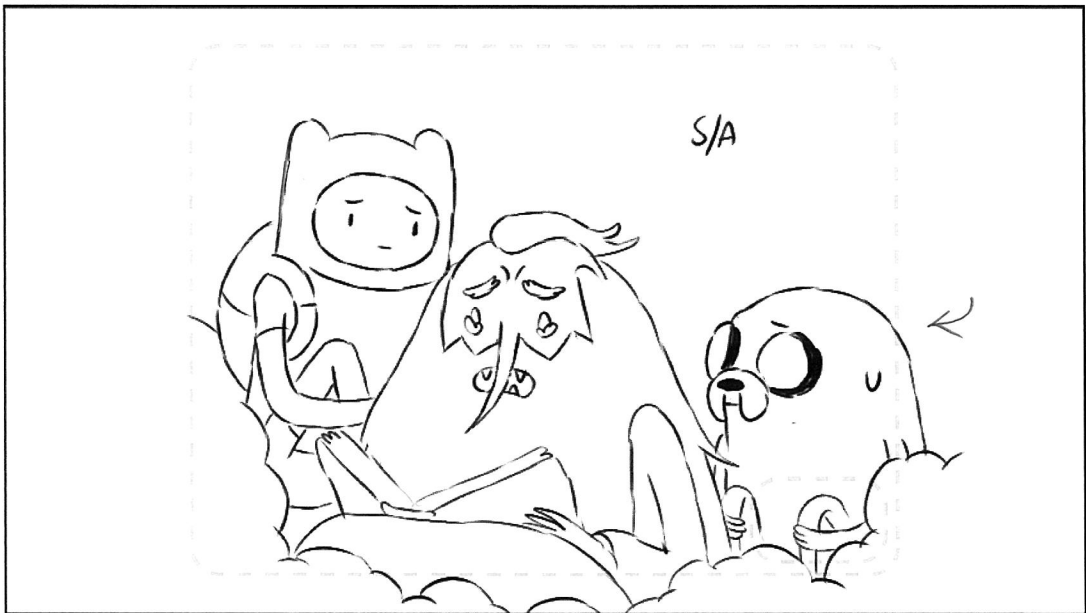


Sc. 68

Pnl. B

Bg.

day night



Dialog:

I.K) THE LAST TIME I SAW GUNTER --

I.K) -- I WAS YELLING AT HIM
FOR POOTING.

Action:

-I.K IS TEARING UP.

Timing:

ADVENTURE TIME

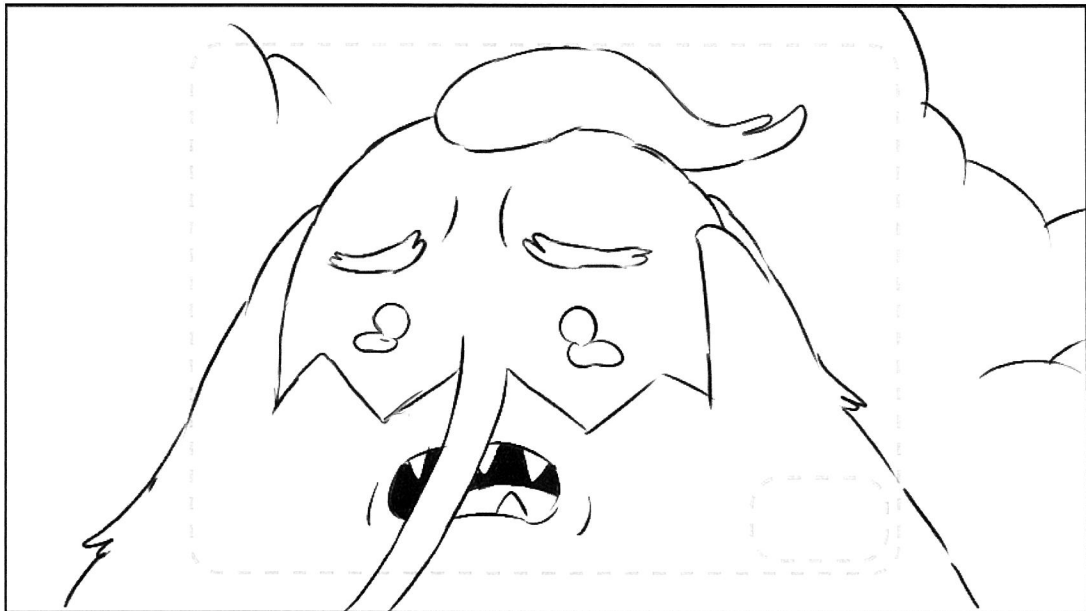


Sc. 69

Pnl. A

Bg.

day night

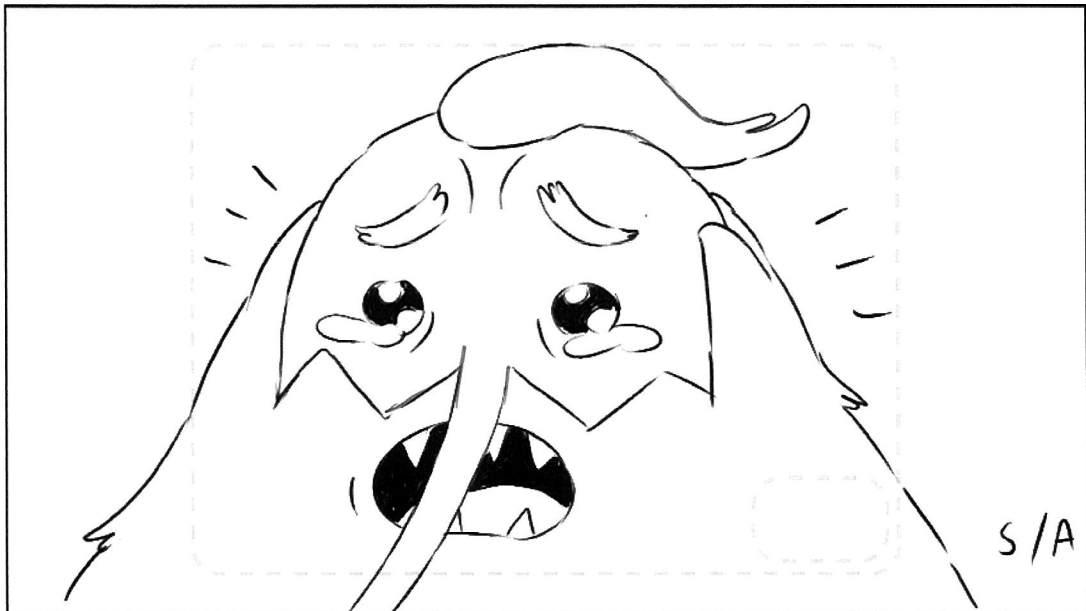


Sc. 69

Pnl. B

Bg.

day night



Dialog:

I.K.) BUT IT WASN'T
GUNTER WHO POOTED!

I.K.) IT WAS ME !

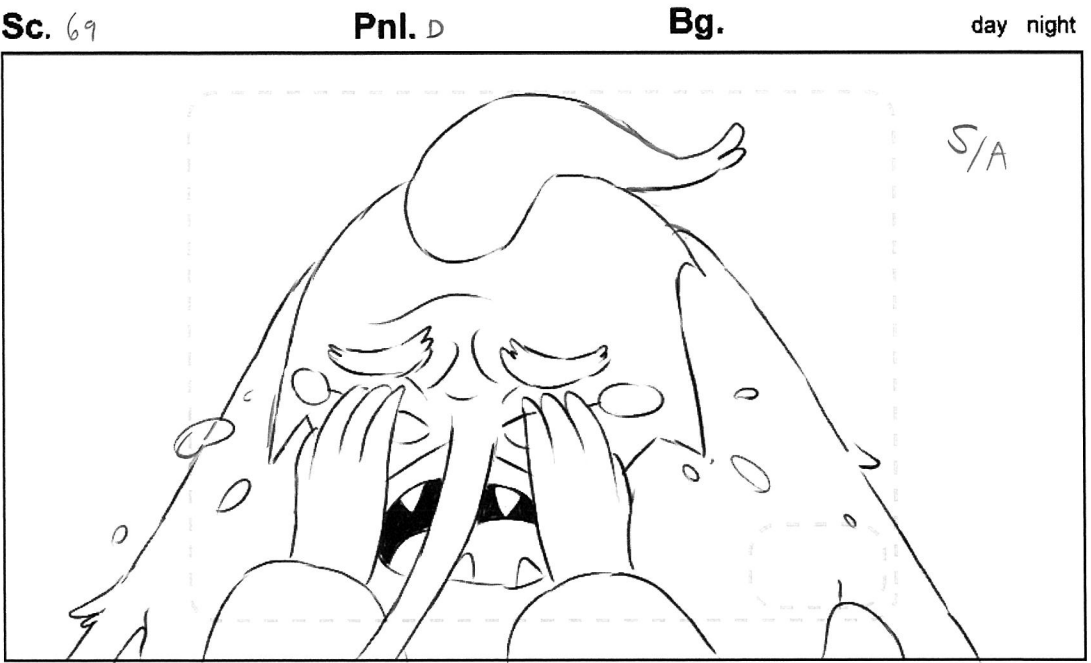
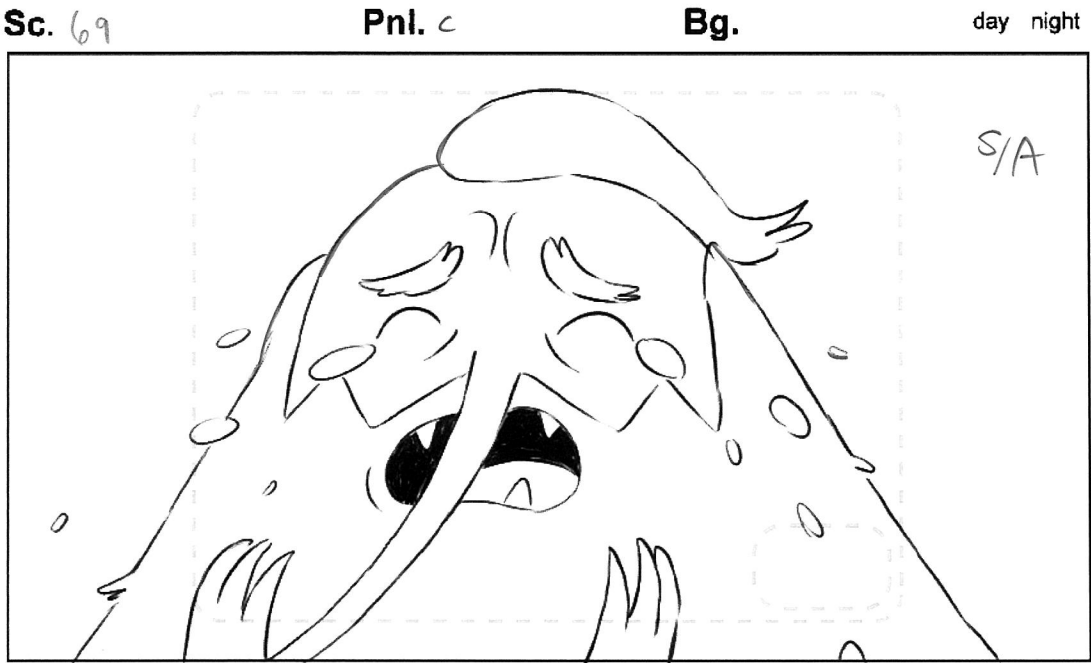
Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Dialog:
I.K.) OH GUNTER - I POOTED ...
Action:
Timing:

I.K.) I POOTED !!

ADVENTURE TIME



Sc. 70

Pnl. A

Bg.

day night

Sc. 70

Pnl. B

Bg.

day night

Dialog:

I.K.: [SOBBING]

Action:

[I.K. SOBBING]

Timing:

F) HEY MAN YOU CAN'T DLAME YOURSELF.

②

ADVENTURE TIME



Sc. 71

Pnl. A

Bg.

day night

Sc. 72

Pnl. A

Bg.

day night

Dialog:

3) YEAH, EVERYBODY
POOTS.

Action:

Timing:

SFX) [LEAVES RUSTLE]

SP →

- F, J, IK LOOK UP.

ADVENTURE TIME



Sc. 72

Pnl. B

Bg.

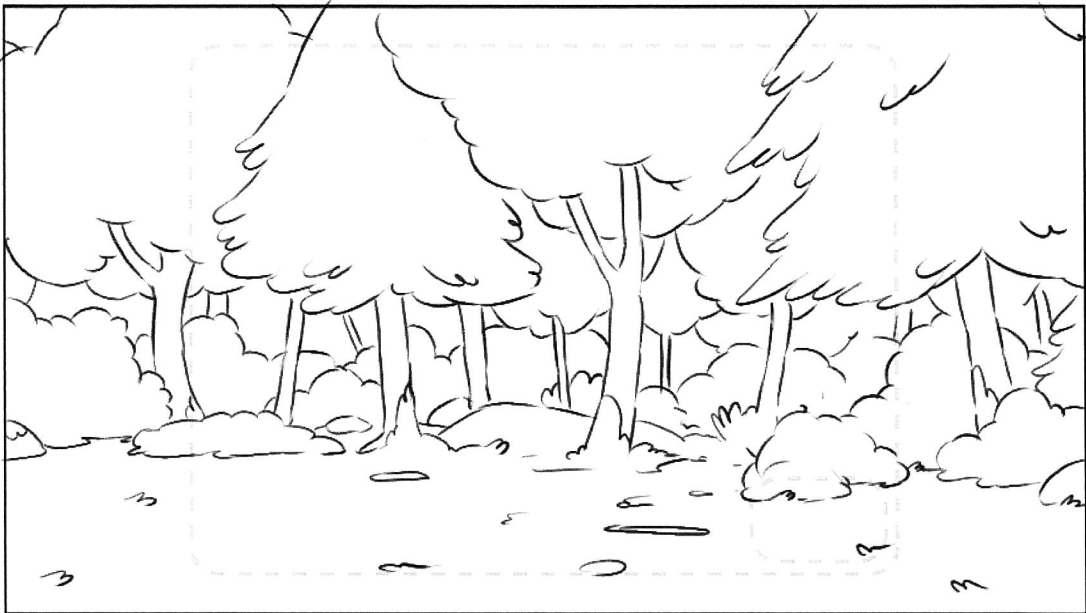
day night

Sc. 73

Pnl. A

Bg.

day night



ADJ

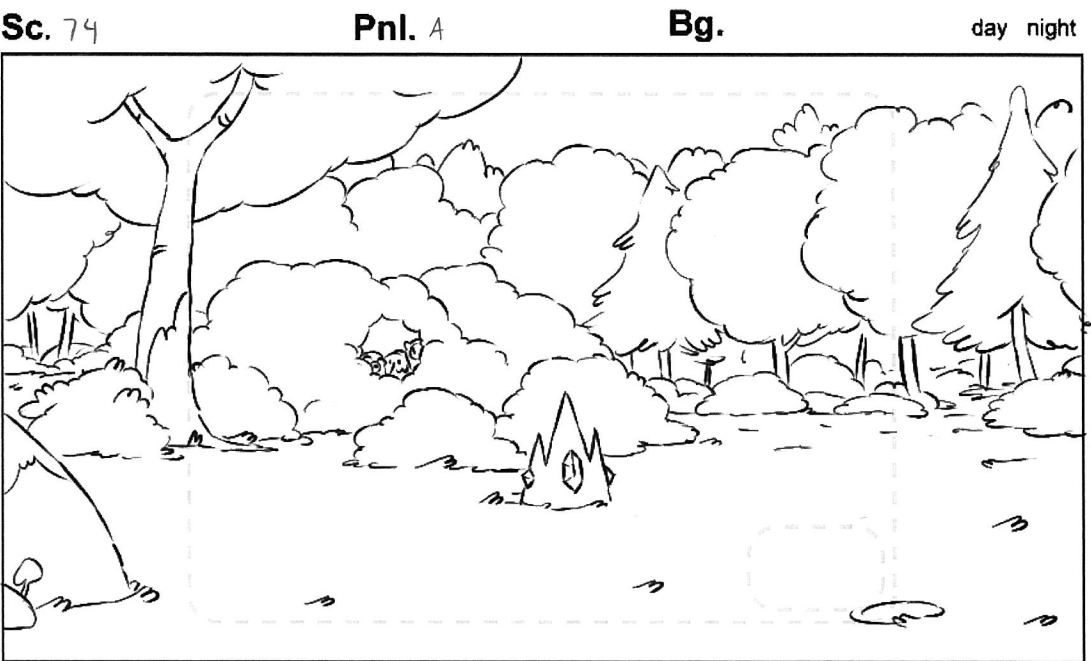
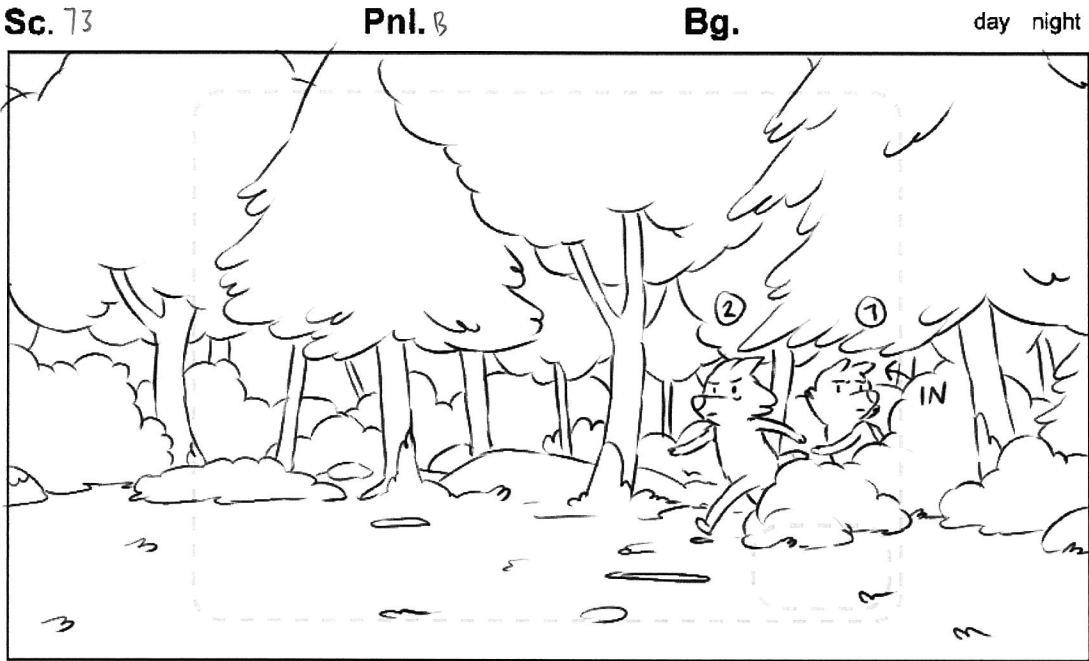
STOP

Action:

[ADJ. BACK UP] -F, J, IK TURN

Timing:

ADVENTURE TIME



Dialog:

Action: { FOX EMERGES, LOOKS AROUND }

⑥ ⑤ ④ ③

ADVENTURE TIME



Sc. 74

Pnl. B

Bg.

day night

S/A

Sc. 74

Pnl. C

Bg.

day night

S/A

Dialog:

Action: - FOX PRAWLS ON/S

Timing:

- FOX GRABS CROWN.

ADVENTURE TIME

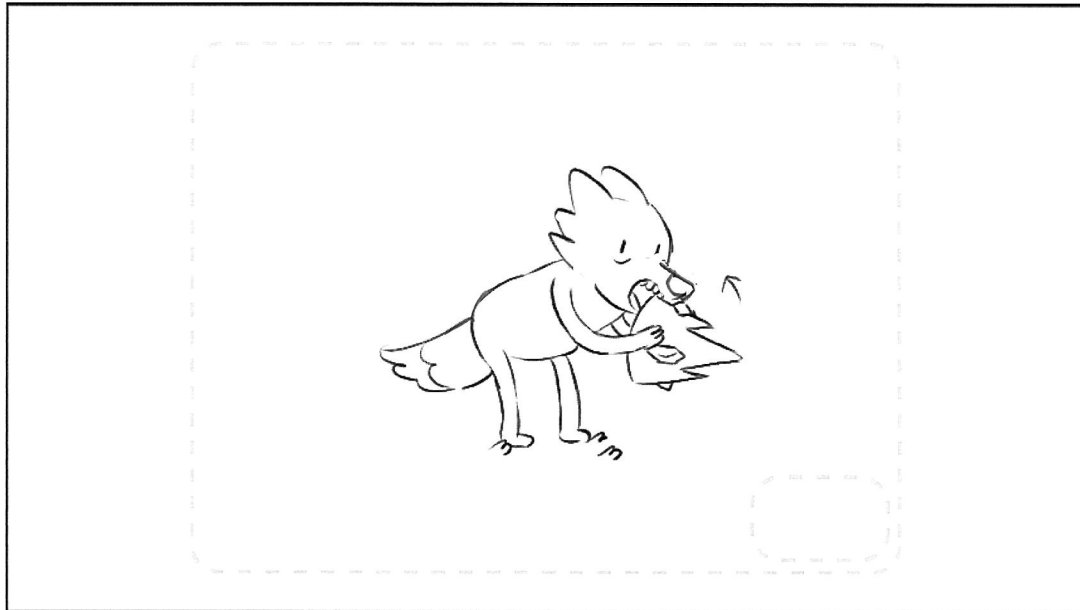


Sc. 74

Pnl. D

Bg.

day night

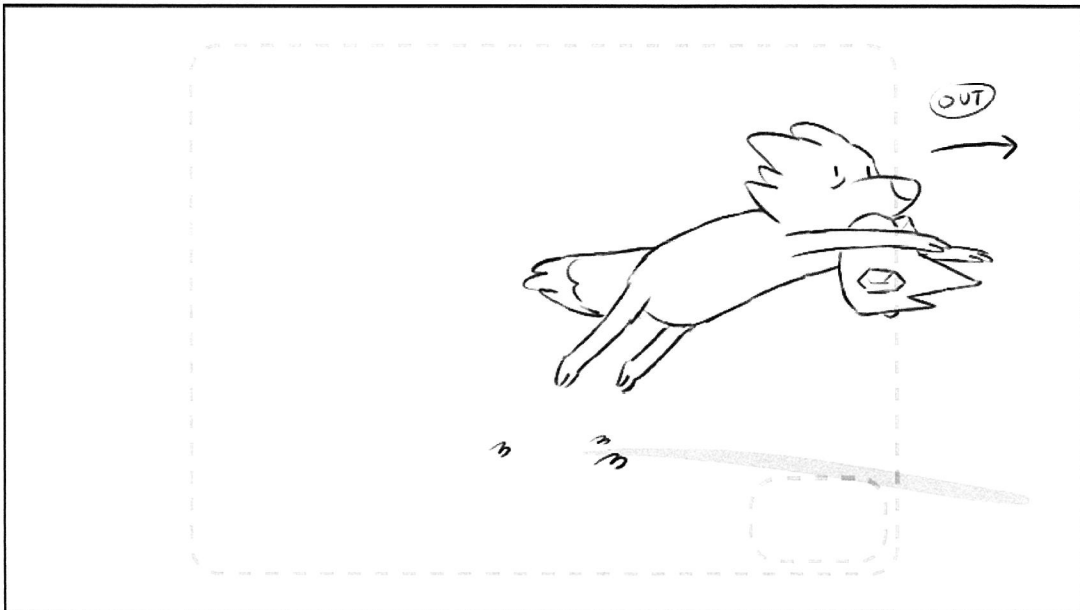


Sc. 74

Pnl. E

Bg.

day night



Dialog:

(MUSIC START)

(IK) HEY!

Action:

- FOX PUTS CROWN IN MOUTH

- FOX RUNS OFF/S.

Timing:

ADVENTURE TIME



Sc. 75

Pnl. A

Bg.

day night

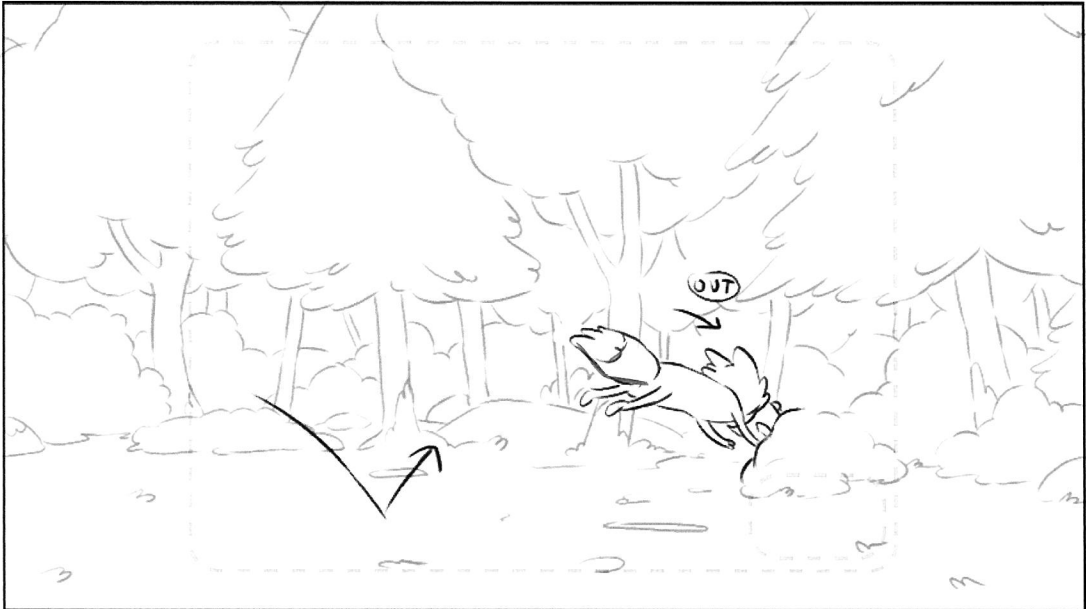


Sc. 75

Pnl. B

Bg.

day night



Dialog:	<u>IK</u> : (o/s) HE TOOK MY CROWN!
Action:	
Timing:	

ADVENTURE TIME

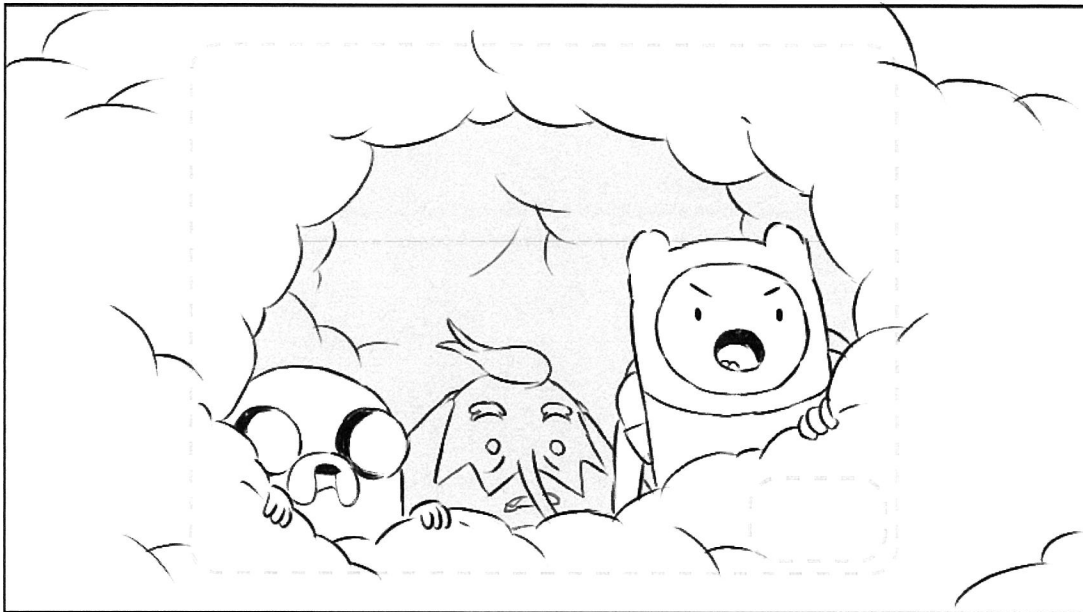


Sc. 76

Pnl. A

Bg.

day night

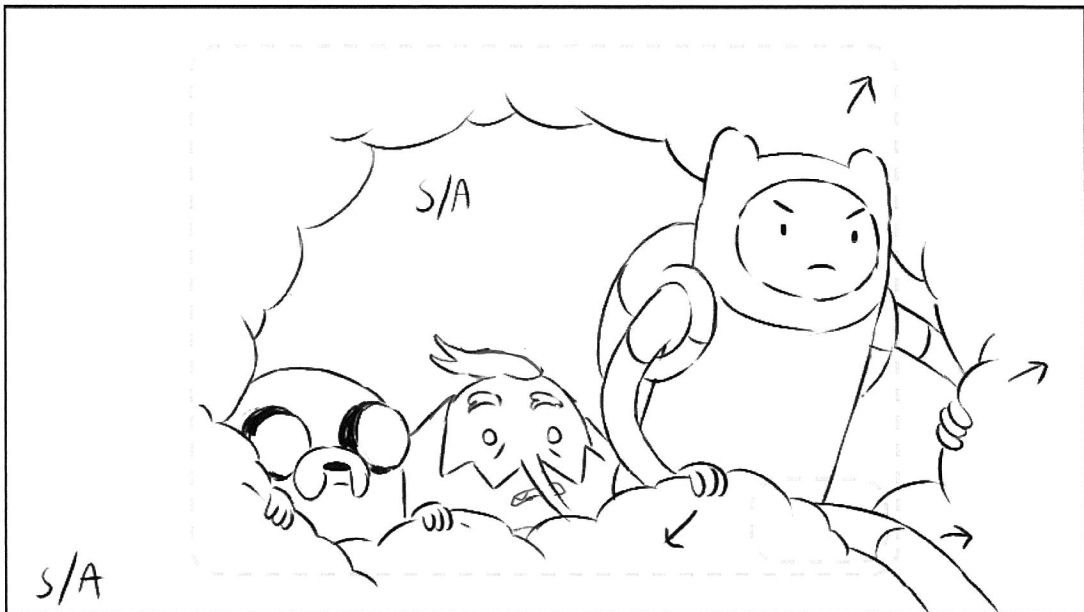


Sc. 76

Pnl. B

Bg.

day night



Dialog:

F) GET HIM!

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

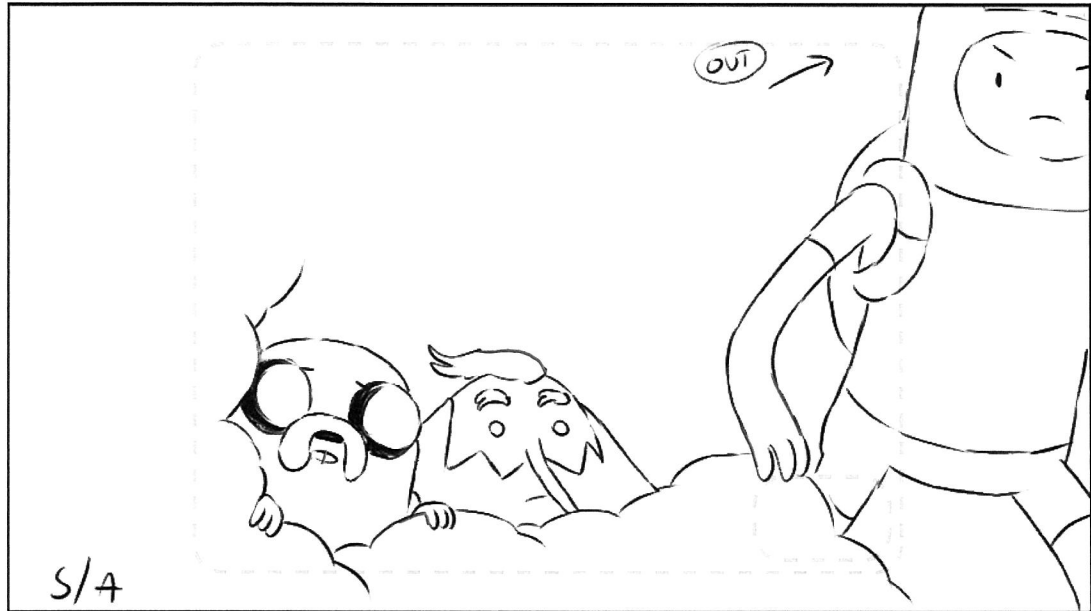


Sc. 76

Pnl. C

Bg.

day night



Sc. 76

Pnl. D

Bg.

day night



Dialog:
Action: - FINN HUSTLES off/S. - JAKE follows.
Timing:



EPISODE # 1034-221

Production :

ADVENTURE TIME

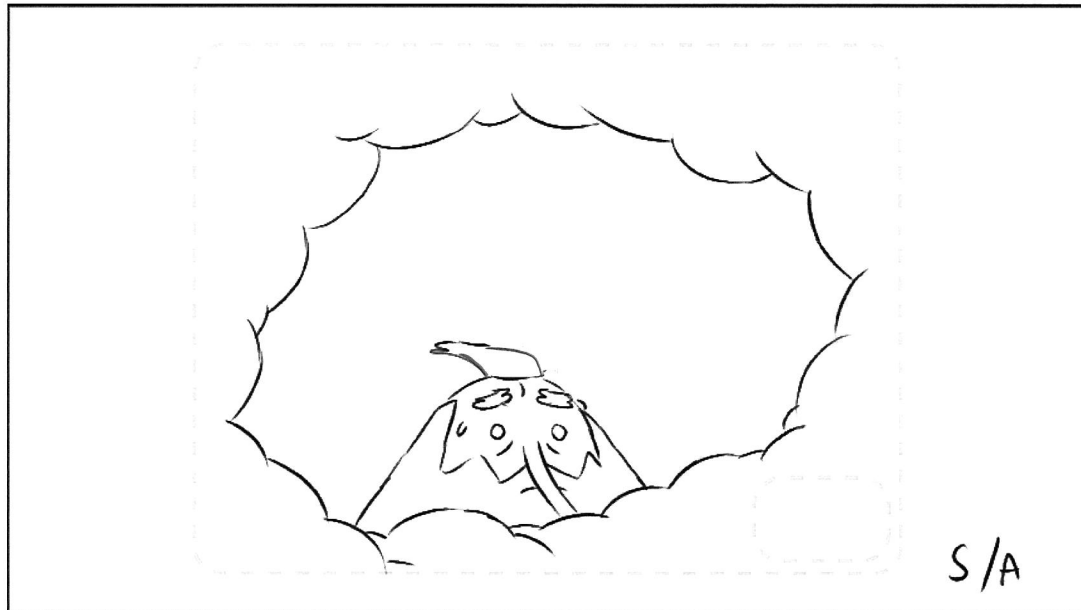


Sc. 76

Pnl. E

Bg.

day night

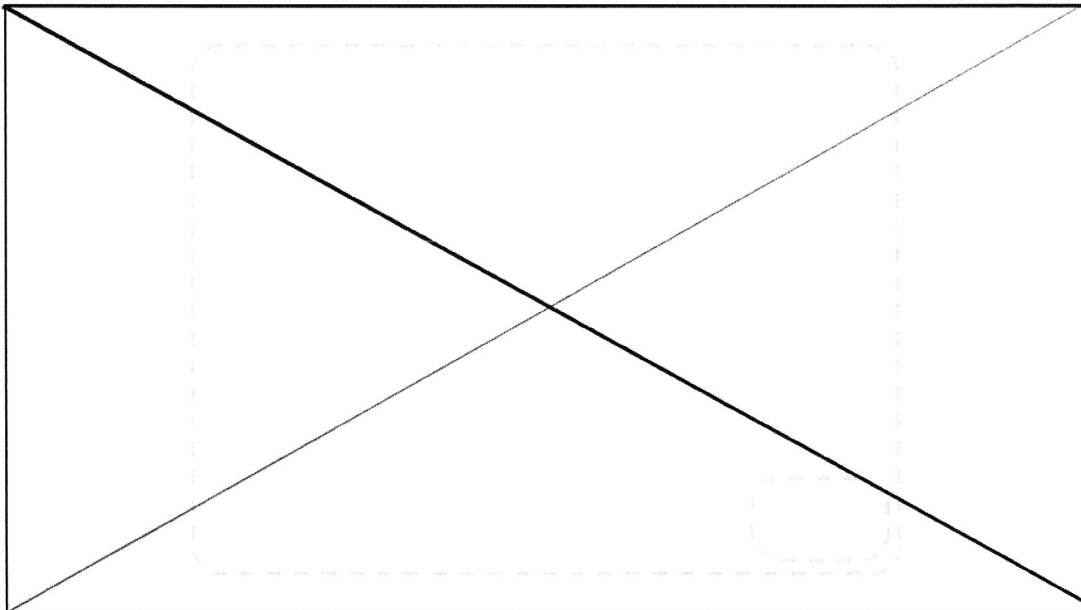


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME



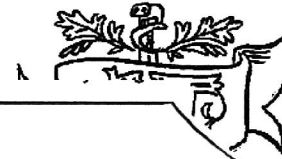
Sc.	Pnl.	Bg.	day night

Sc. 77	Pnl. A	Bg.	day night

Dialog:	
Action:	<p>- FOX RUNS DOWN SLOPE</p>
Timing:	

Sc. 77

Pnl. B

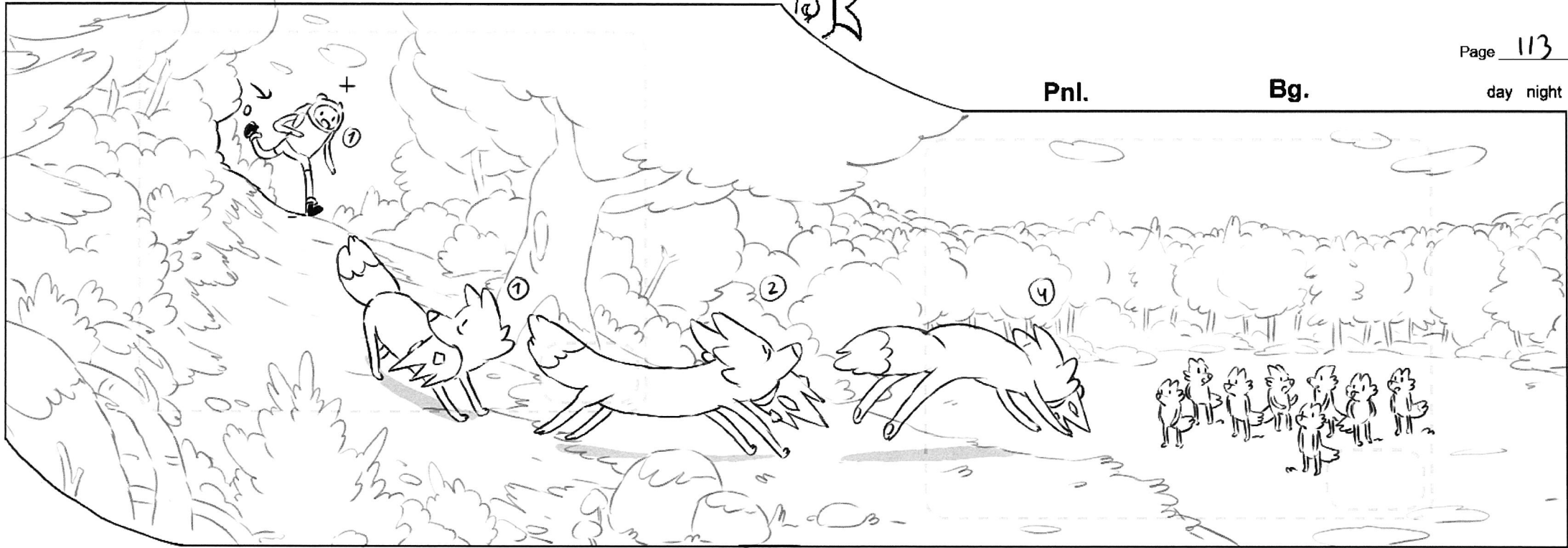


Page 113

Pnl.

Bg.

day night



Dialog:

(F) HEEY!

Action:

-FINN RUNS
ON/S.

Timing:

-PAN W/ FOX.



EPISODE # 1034-221

Production :

ADVENTURE TIME

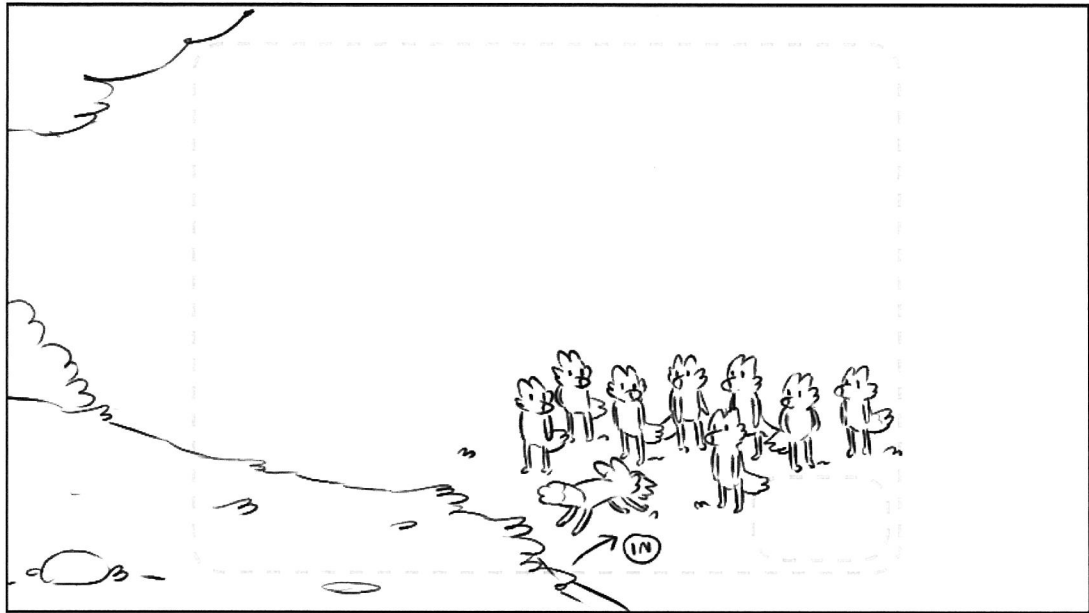


Sc. 11

Pnl. C

Bg.

day night

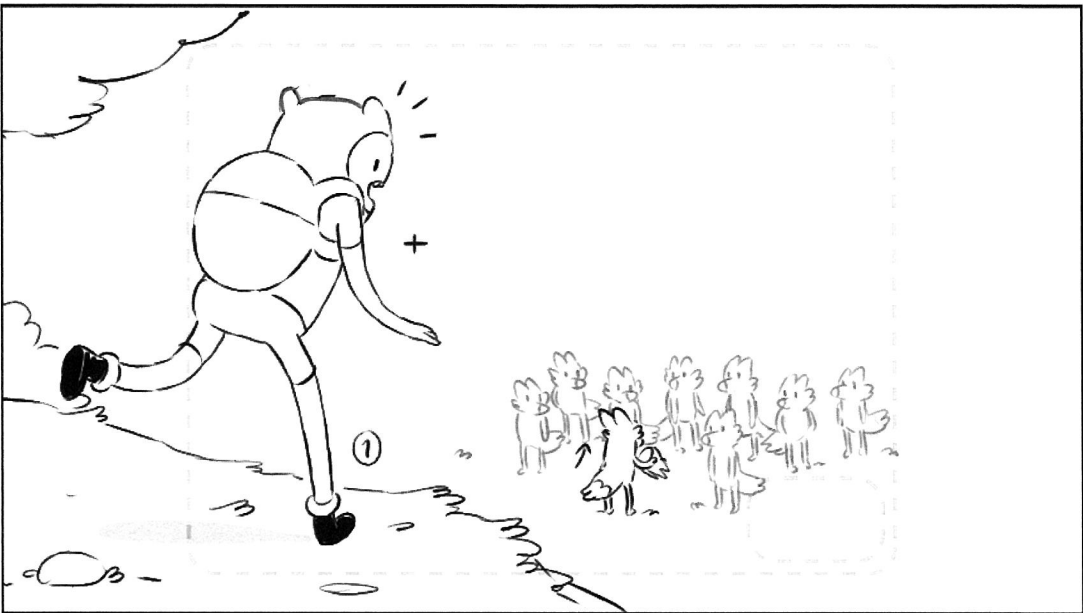


Sc. 11

Pnl. D

Bg.

day night

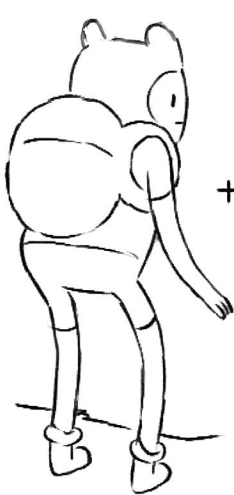


Dialog:

Action:

- FOX RUNS OVER TO GROUP
OF FOXES.

Timing:



(F) FOXES ...

EPISODE # 1034-221

Production :

ADVENTURE TIME



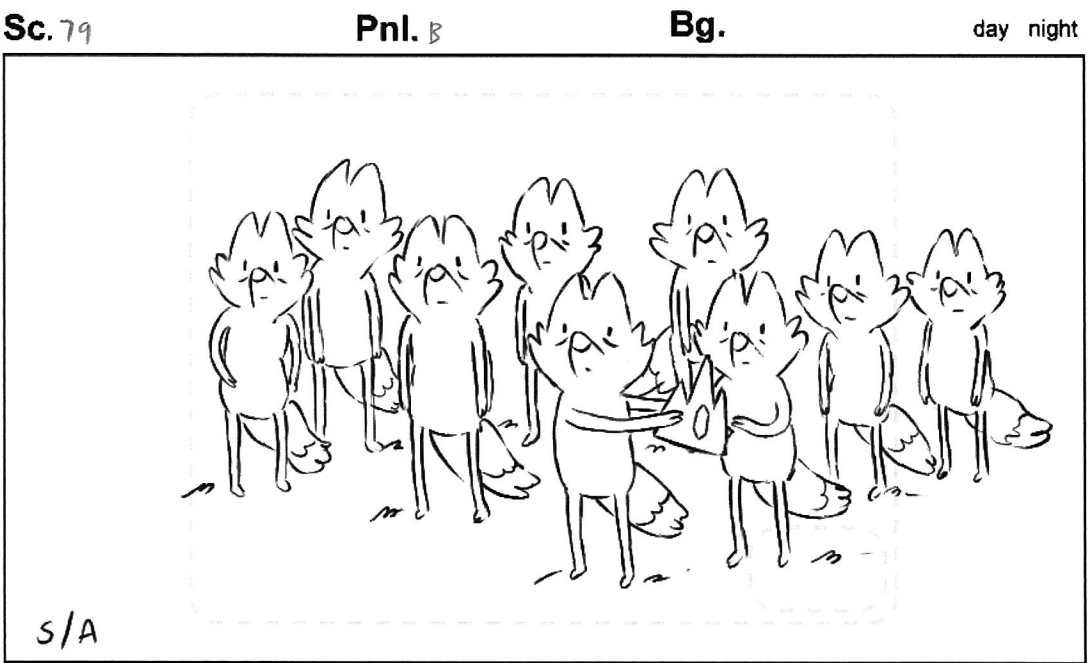
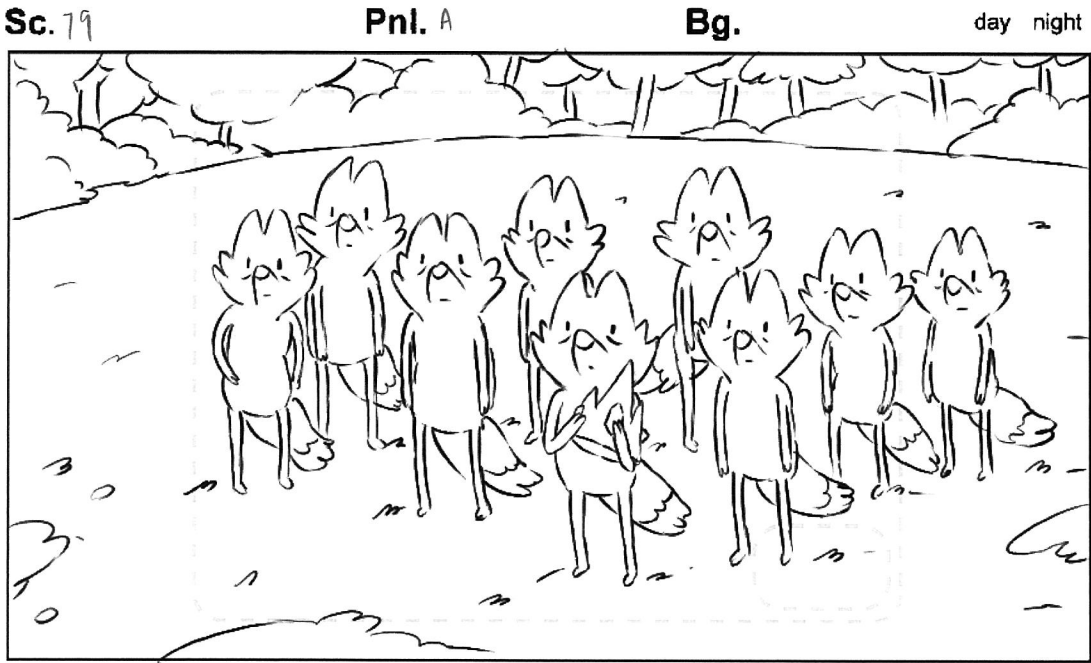
Sc. 76	Pnl. A	Bg.	day night	Sc. 76	Pnl. B	Bg.	day night

Dialog:
<div>F) EHH</div> <div>F) HAND IT OVER !</div>
Action:
Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Dialog:	
Action:	- FOX HANDS off CROWN.
Timing:	

ADVENTURE TIME

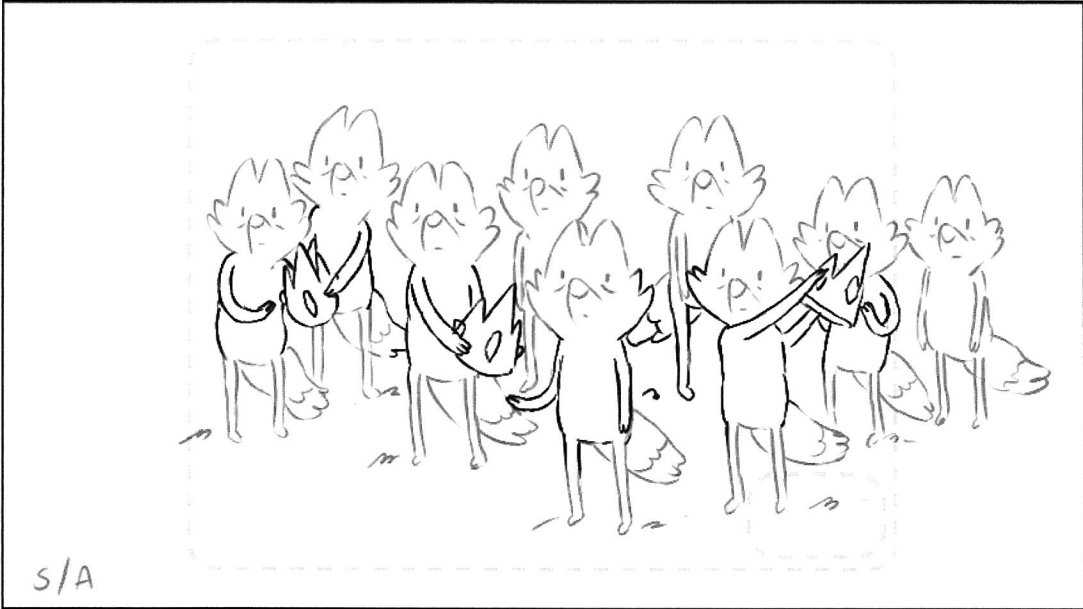


Sc. 79

Pnl. c

Bg.

day night

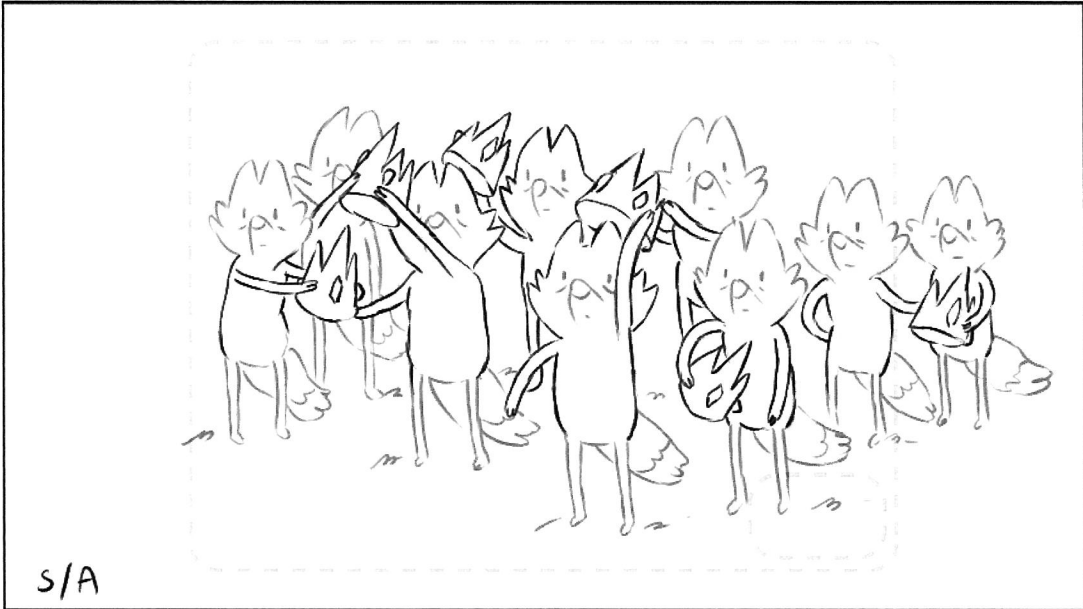


Sc. 79

Pnl. d

Bg.

day night



Dialog:

Action:

Timing:



(F) (85) WHUUU --

-MORE CROWNS
APPGAR.

-CROWNS ARE
SHUFFLED.

EPISODE # 1034-221

Production :

ADVENTURE TIME

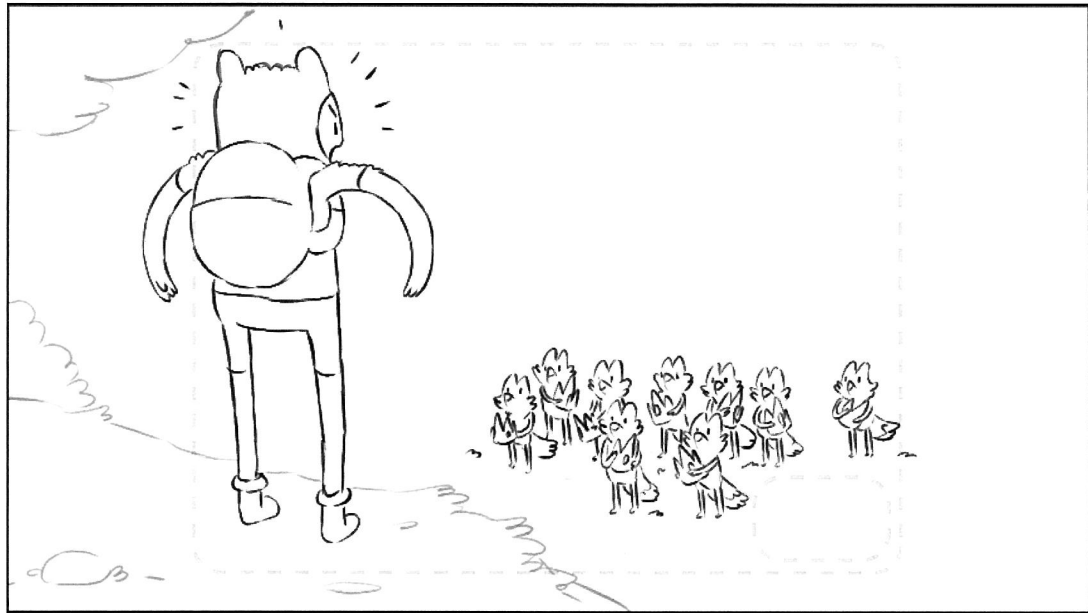


Sc. 80

Pnl. A

Bg.

day night

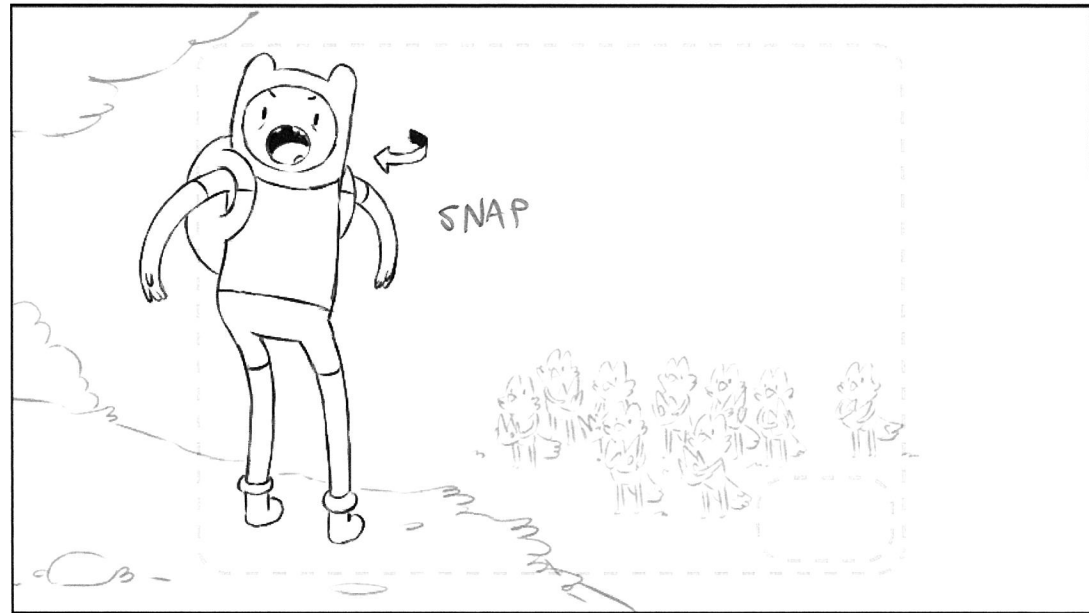


Sc. 80

Pnl. B

Bg.

day night



Dialog:	
F) —AAAT !!? (GROWS LOUDER AS HE SAY IT)	
F) JAAAKE ! HELP ME !	
Action:	
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 80	Pnl. C	Bg.	day night	Sc. 80	Pnl. D	Bg.	day night

Dialog:	J) WHATSIT?	J) WOA DUDE!
Action:	-JAKE RUNS ON/S,	
Timing:		

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 80

Pnl. E

Bg.

day night

S/A

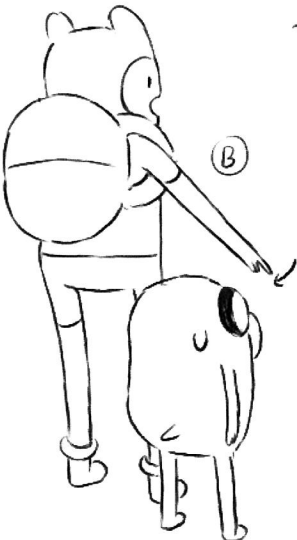
Sc. 80

Pnl. F

Bg.

day night

S/A

Dialog:		F) YEAH, YOU TAKE THOSE EIGHT —	F) — AND I'LL TAKE THAT ONE
Action:		CYCLE A,B,A,B	
Timing:			

ADVENTURE TIME

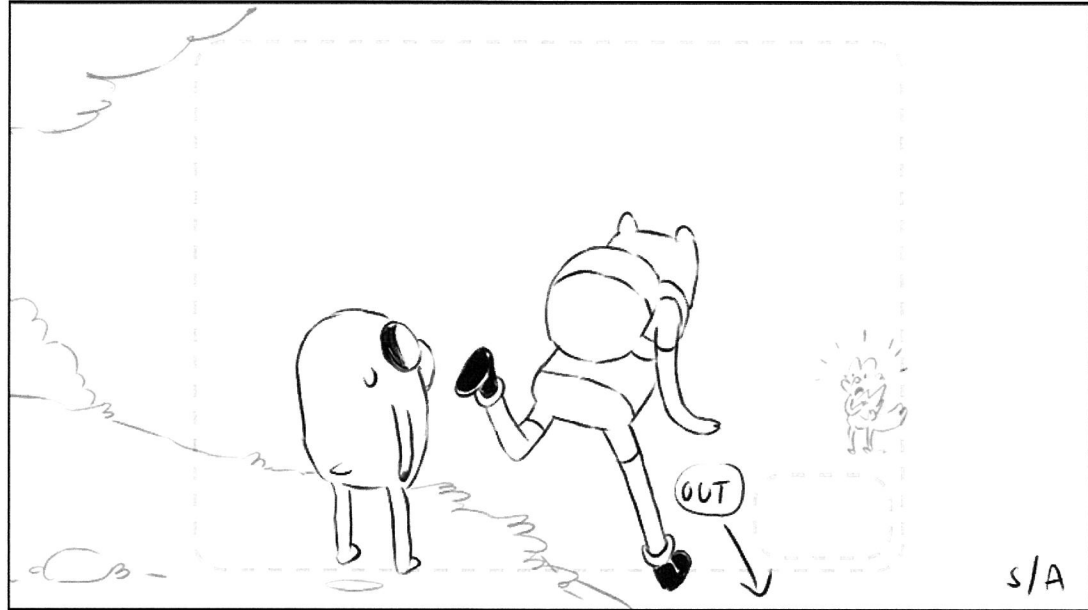


Sc. 80

Pnl. G

Bg.

day night

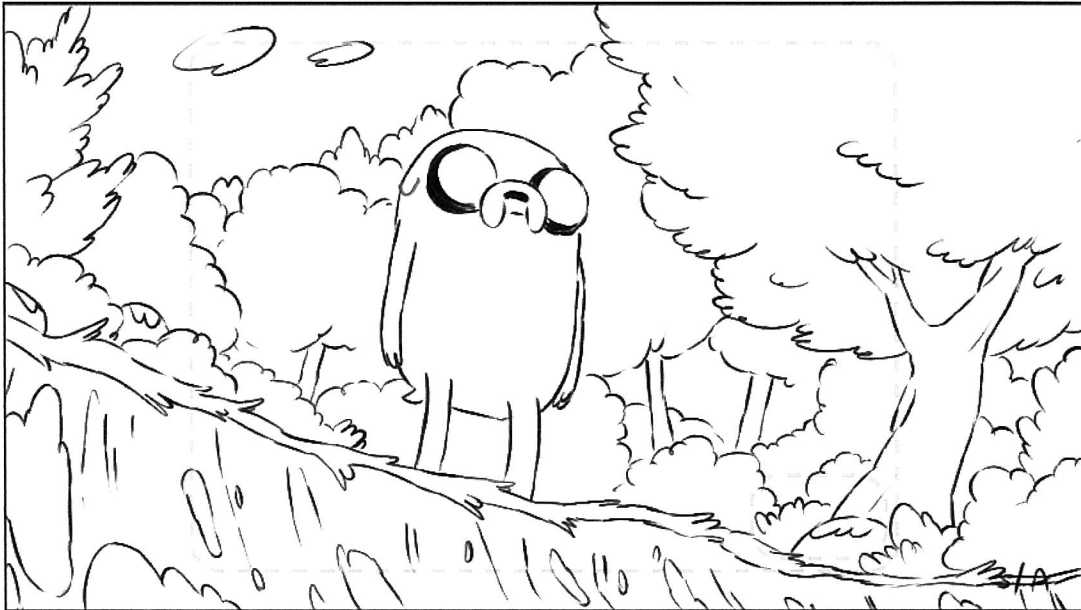


Sc. 81

Pnl. A

Bg.

day night



Dialog:
Action: -FINN RUNS DOWN SLOPE.
Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 81

Pnl. 8

Bg.

day night



Sc. 81

Pnl. <

Bg.

day night



Dialog:

Action:

Timing:



3) OK JAKESIES

-JAKE FORMS MORE JAKES

EPISODE # 1034-221

Production :

ADVENTURE TIME

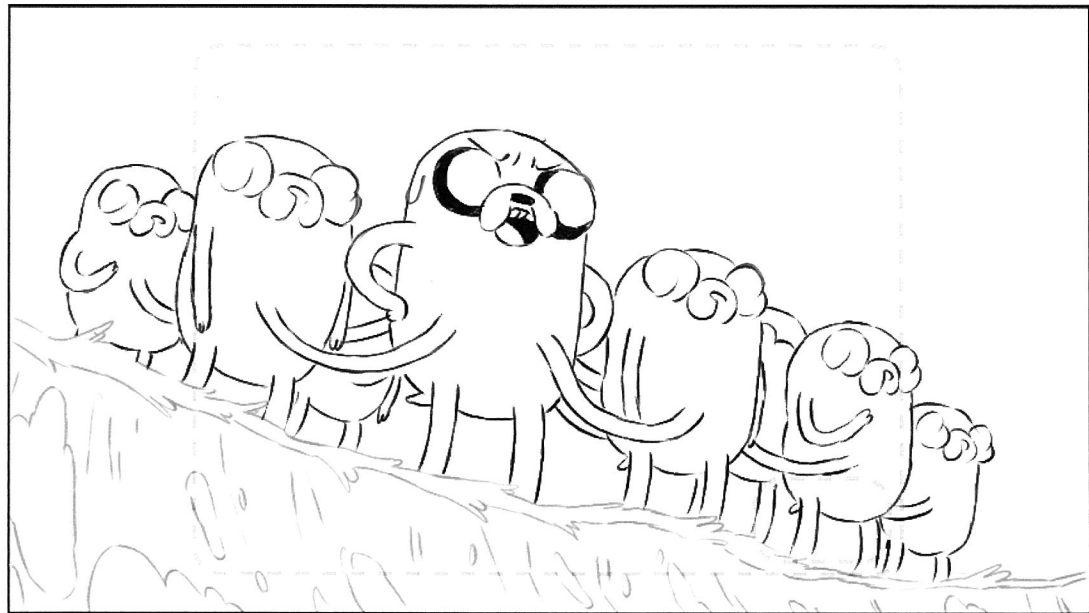


Sc. 81

Pnl. D

Bg.

day night

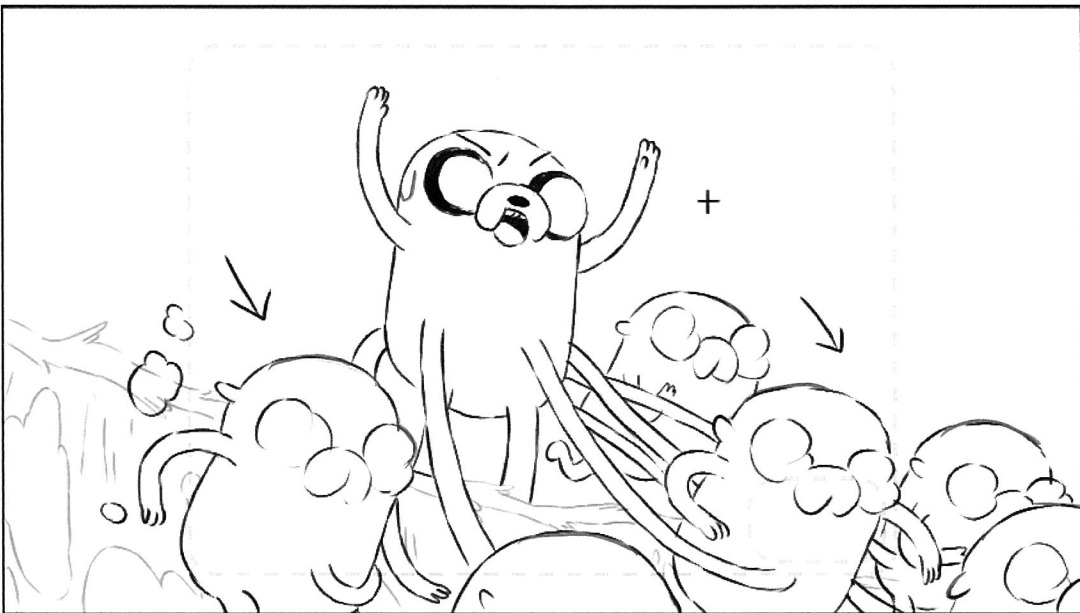


Sc. 81

Pnl. E

Bg.

day night



Dialog:

J, FOXHUNT

J, CHARGE !!

Action:

- JAKES RUN DOWN SLOPE .

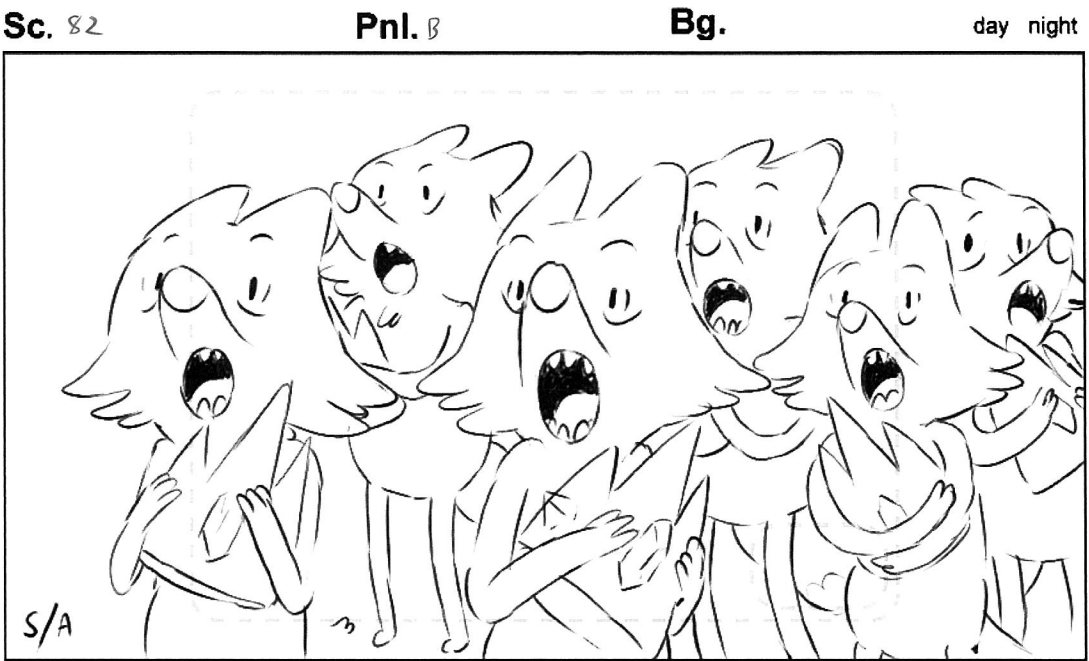
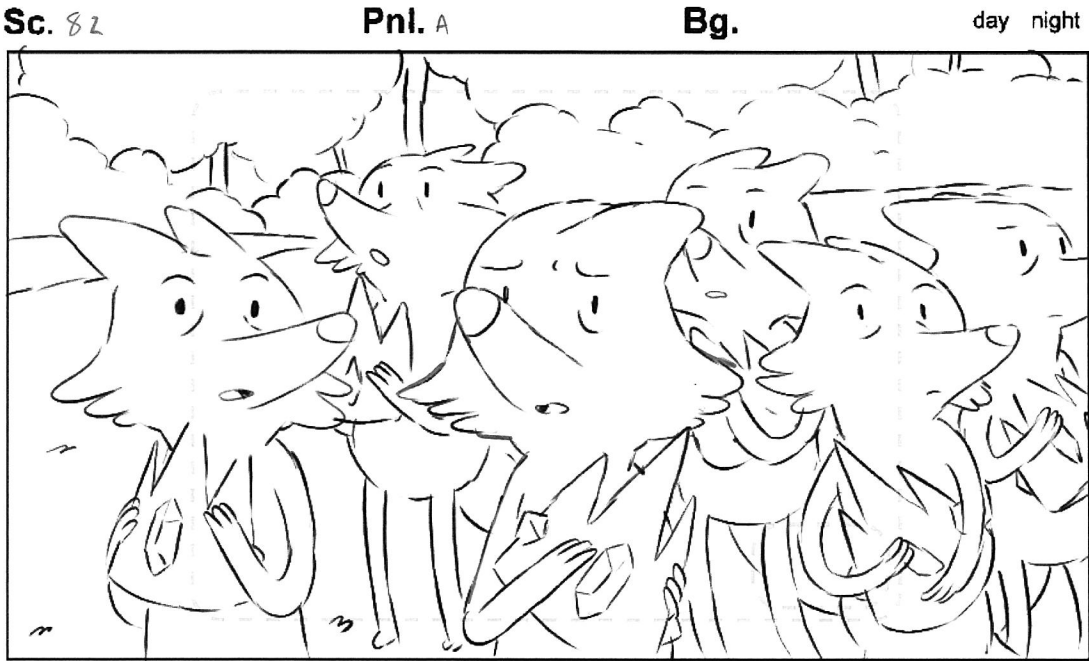
Timing:



EPISODE # 1034-221

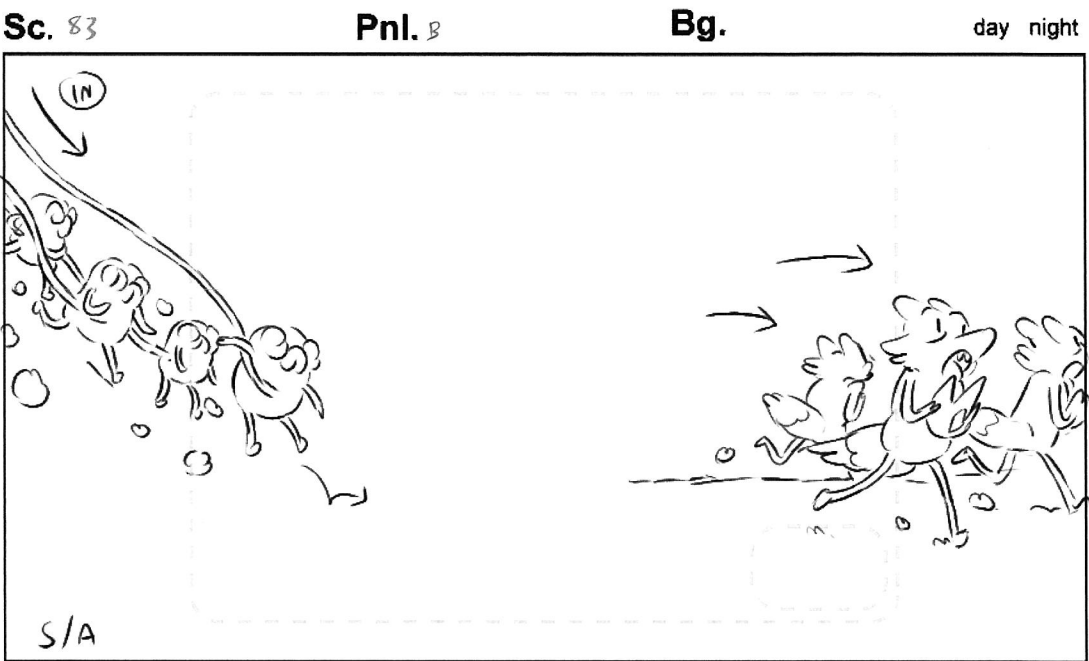
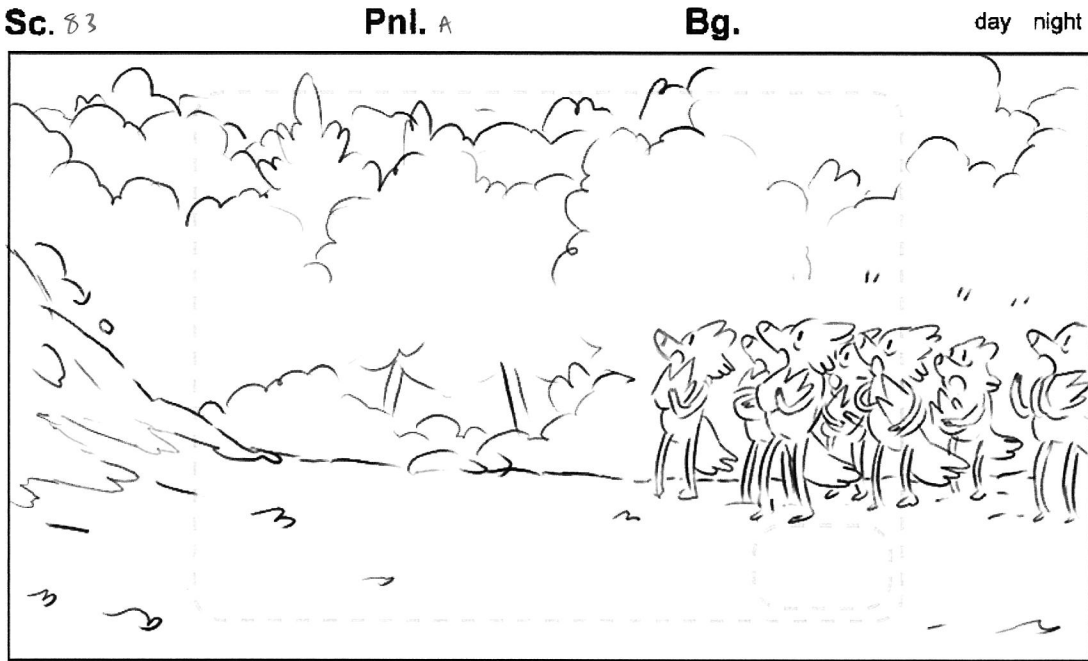
Production :

ADVENTURE TIME



Dialog:	FOXES / [SCREAM]
Action:	
Timing:	

ADVENTURE TIME



Dialog:	SFX: [RUMBLE]	FOXES) [SCREAM]
Action:	- DIRT FALLS DOWN SLOPE,	- JAKES RUN ON/S. - FOXES RUN.
Timing:		

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ADVENTURE TIME

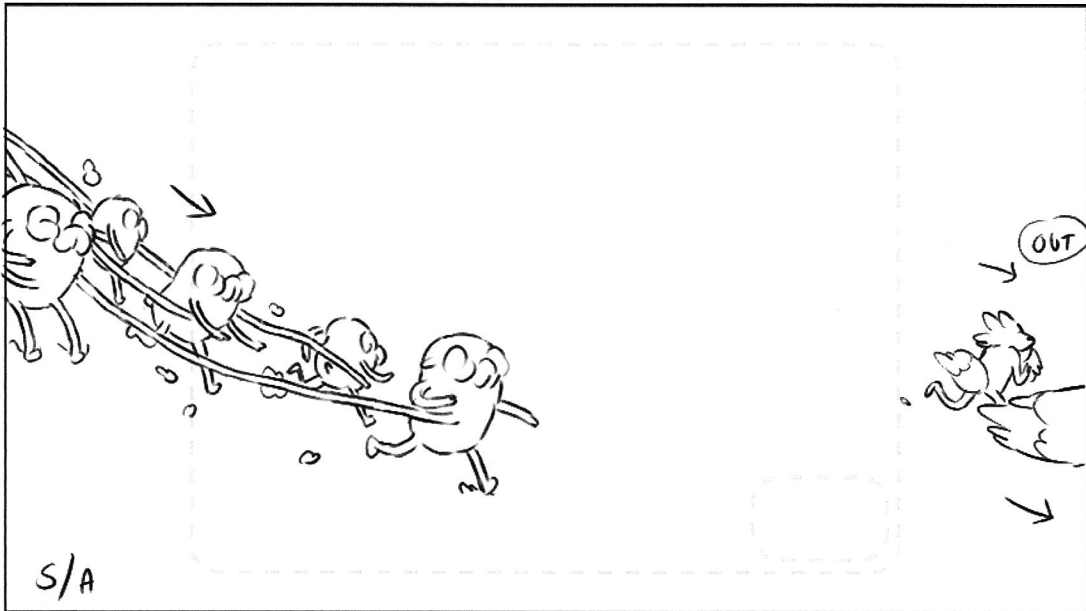


Sc. 83

Pnl. C

Bg.

day night



Sc. 84

Pnl. A

Bg.

day night



Dialog:

J) HAHAHHAHA!

Action:

FOXES RUN OFF/S.

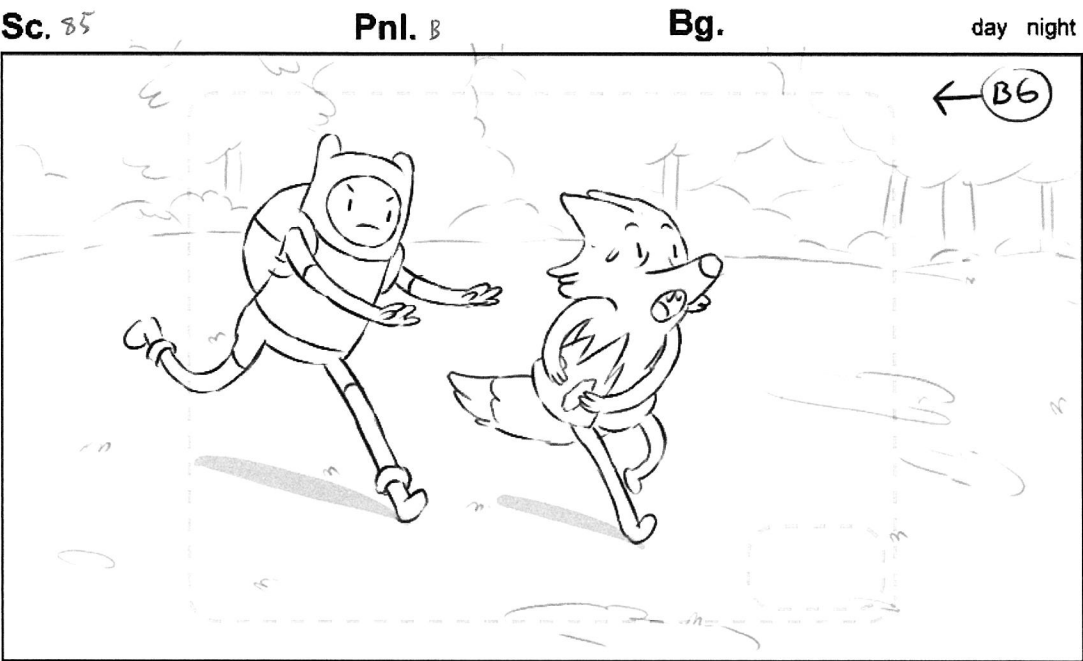
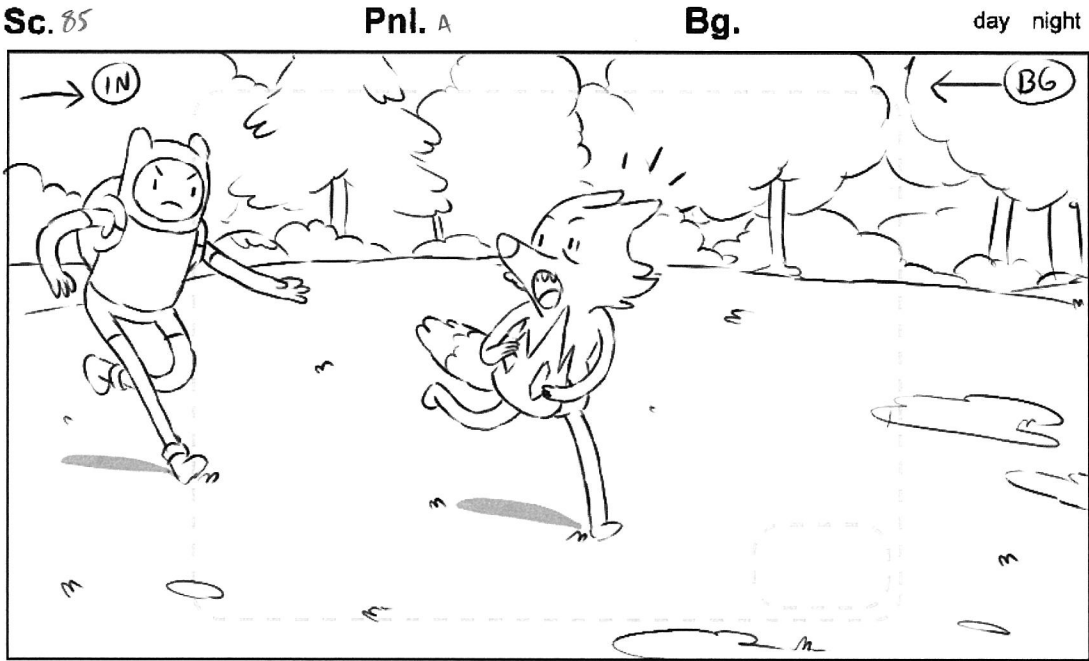
Timing:


EPISODE # 1034-221

Production :

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ADVENTURE TIME



Dialog:		
Action:		-FINN CHASES FOX.
Timing:		

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ADVENTURE TIME

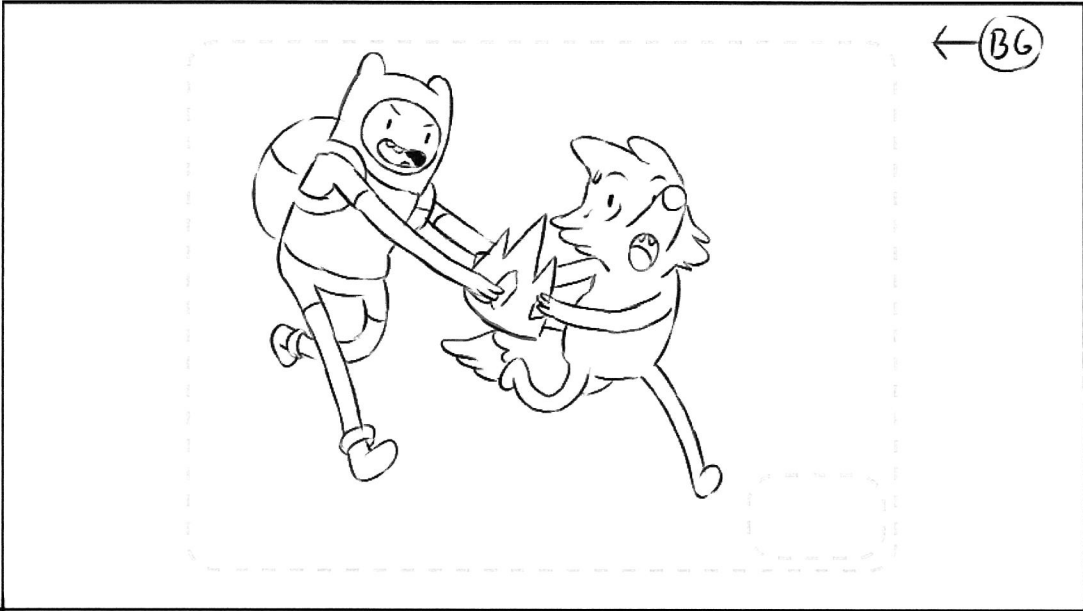


Sc. 85

Pnl. C

Bg.

day night



Sc. 85

Pnl. D

Bg.

day night



Dialog:

F) GOTCHA!

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

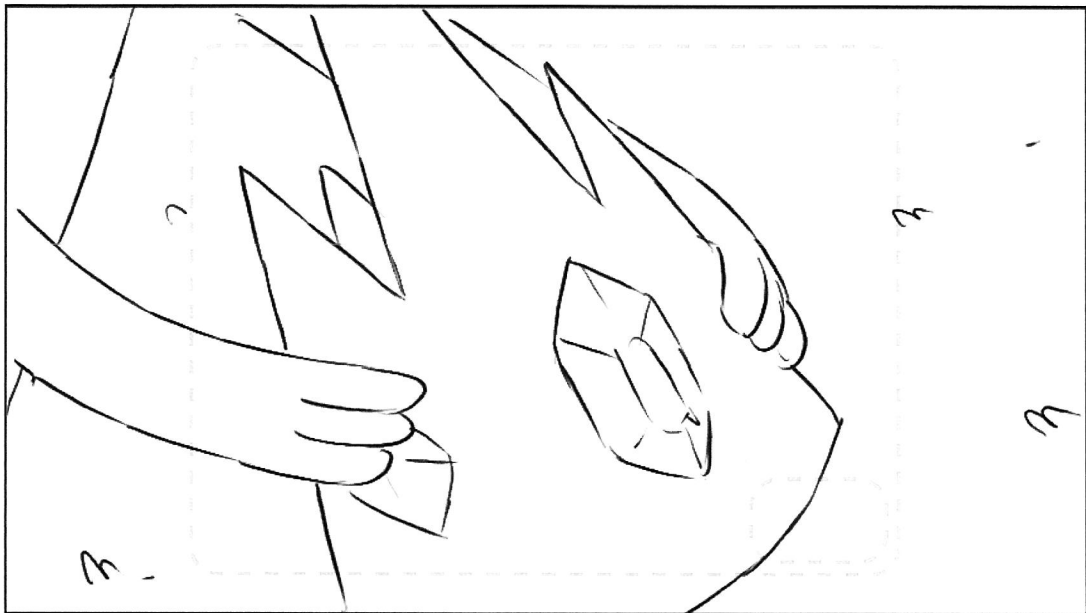


Sc. 86

Pnl. A

Bg.

day night

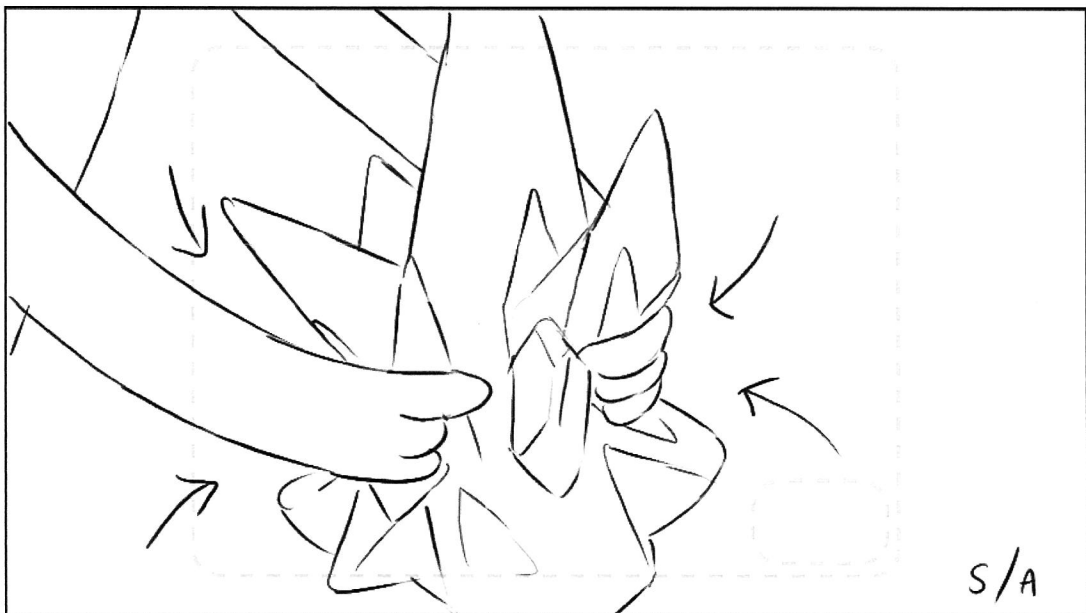


Sc. 86

Pnl. B

Bg.

day night



Dialog:

SFX) [CRUMPLE]

F) DANG!! IT'S A TINFOIL FAKE

Action:

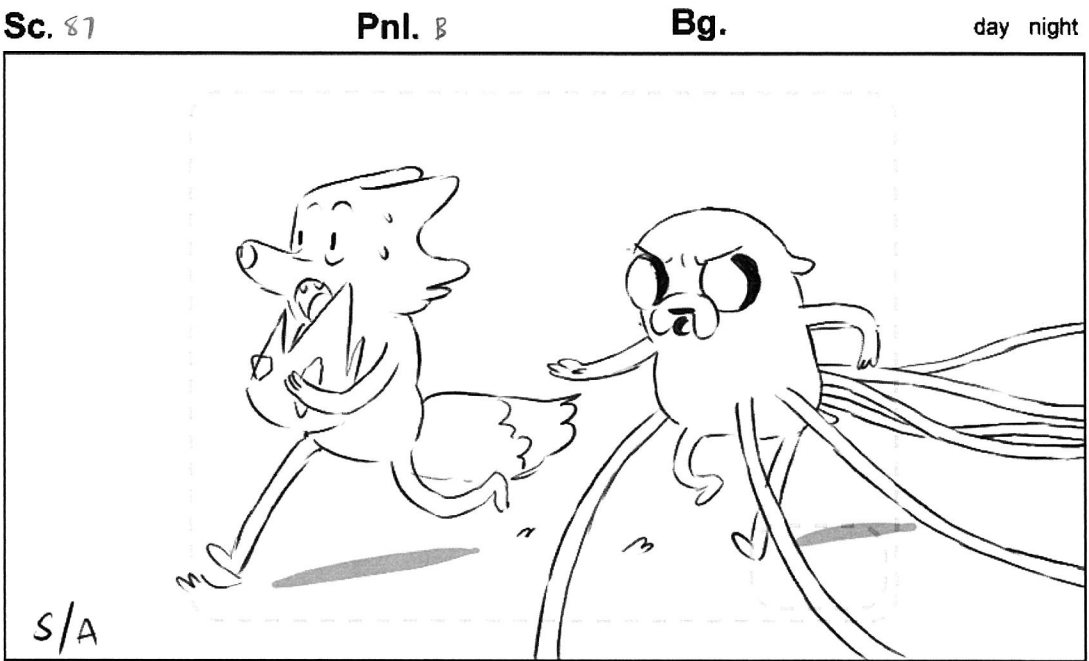
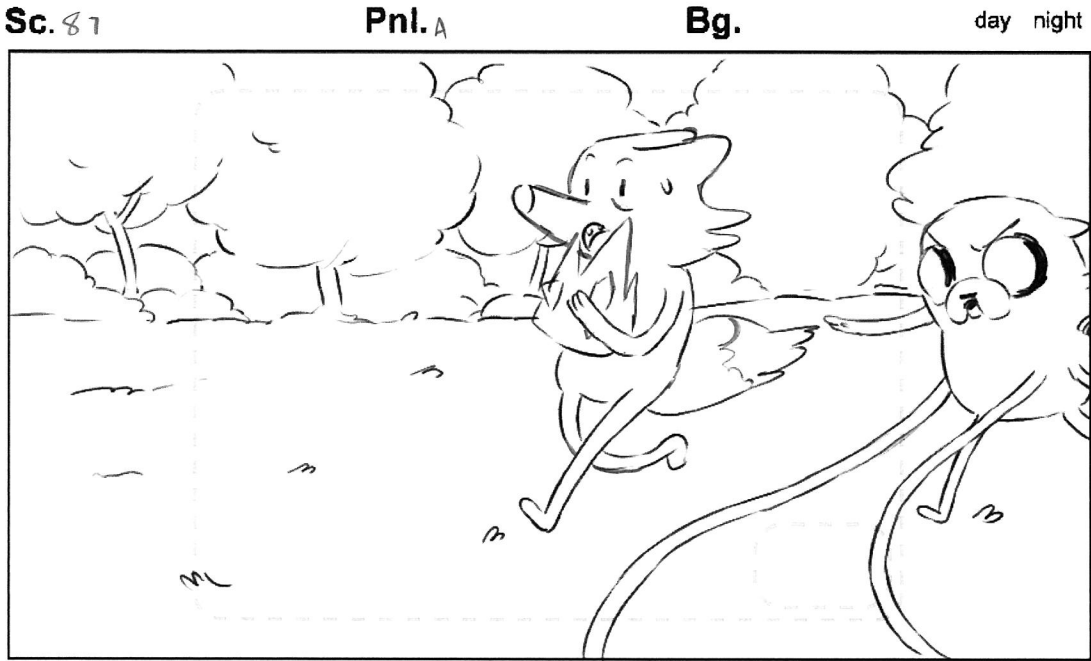
-CU of CROWN.

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



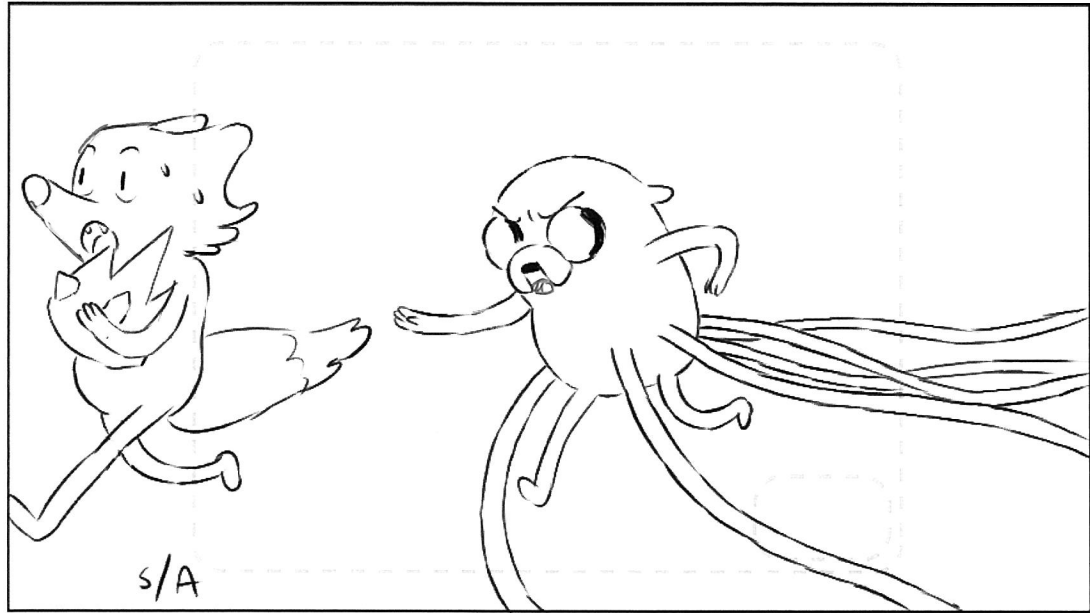
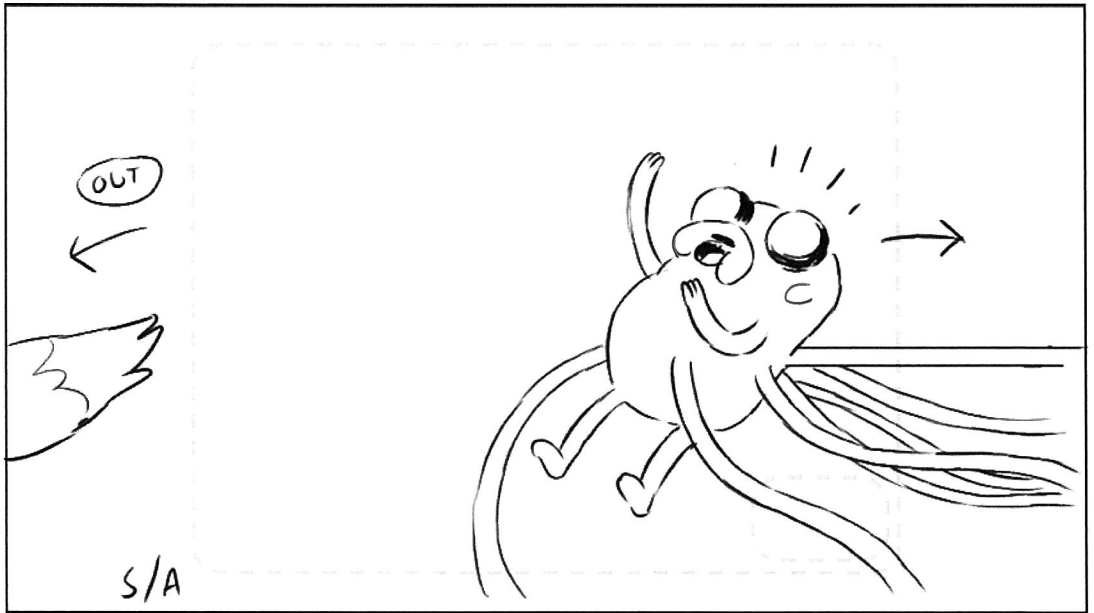
Dialog:
Action:
Timing:

-J. CHASES FOX.

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ADVENTURE TIME

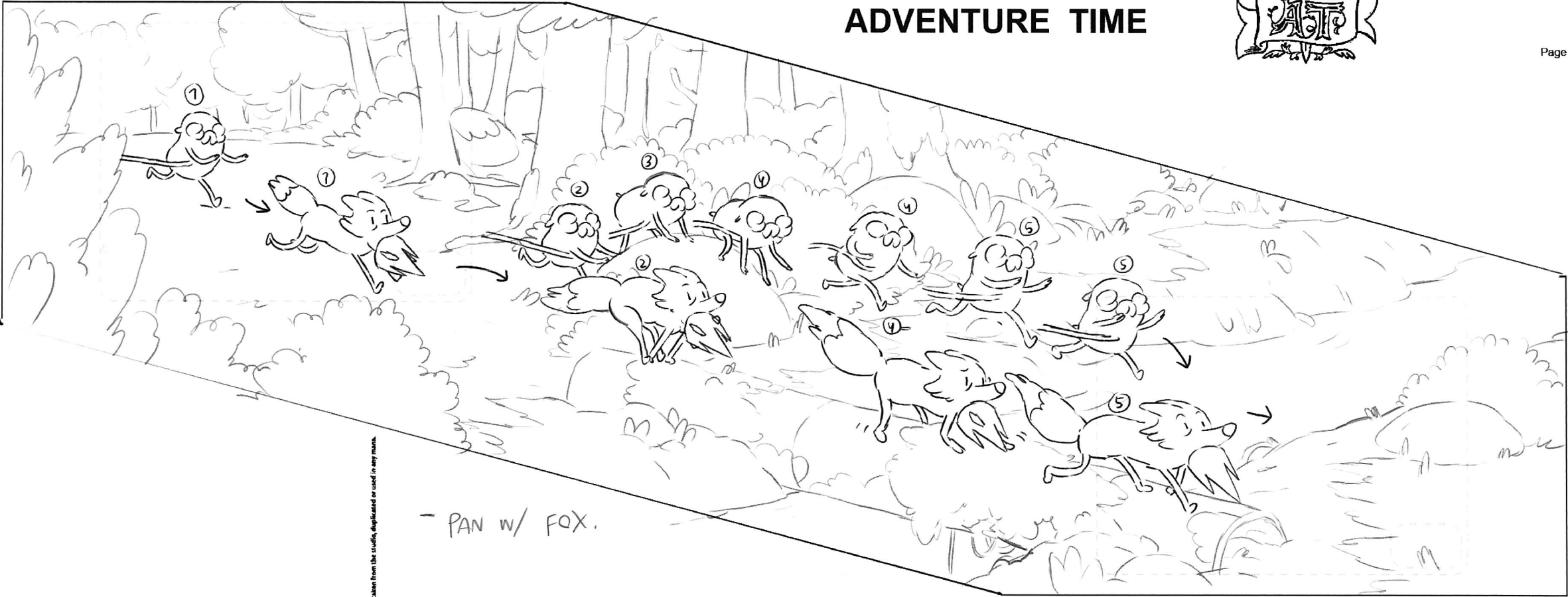


Sc. 81	Pnl. C	Bg.	day night	Sc. 87	Pnl. D	Bg.	day night
							

Dialog:	J) UGH H !! [GETS TUGGED BY CHORD]
Action:	
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME



- PAN W/ FOX.

Dialog:

Action:

- "JAKE" CHASES FOX.
- FOX RUNS ACROSS PIPE

Timing:

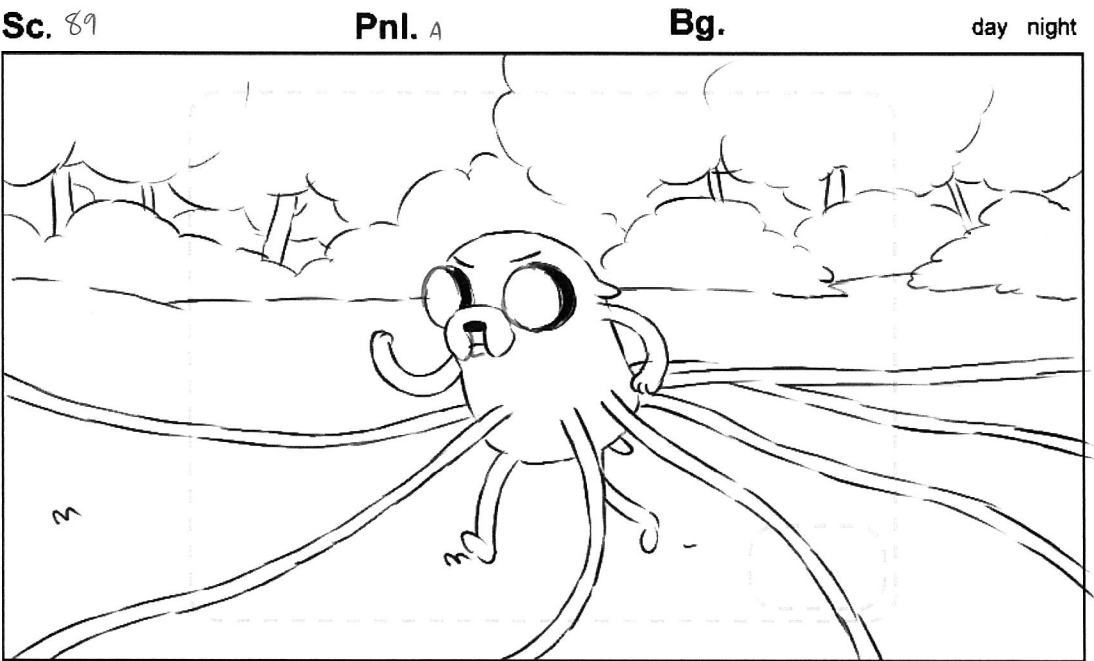
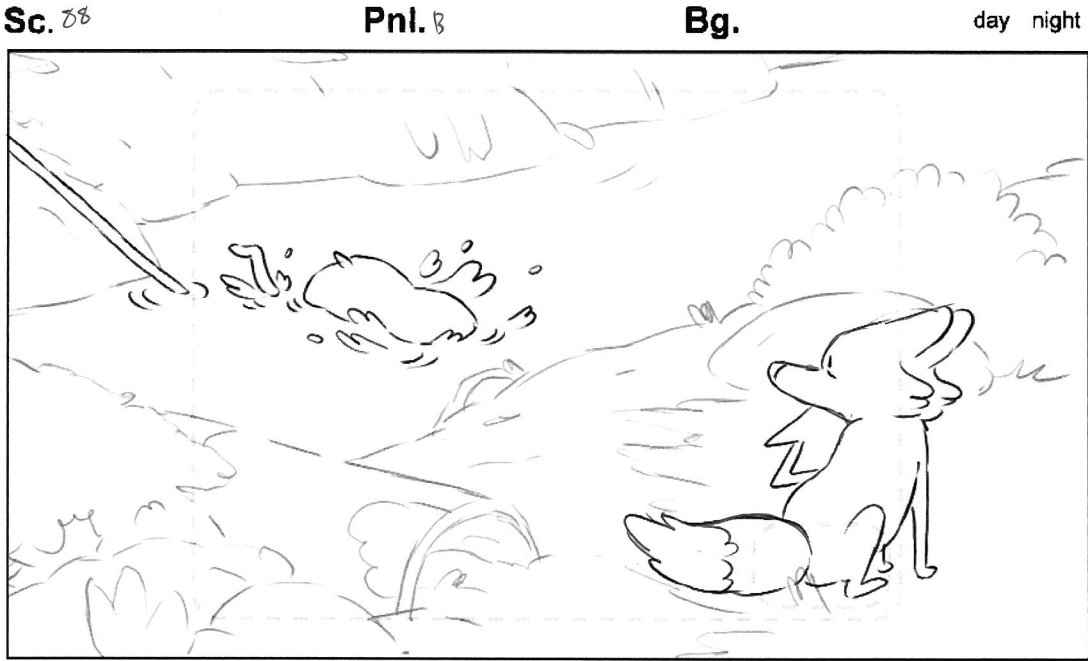
1034-221

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	
SFX) [WATER SPLASHING]	
Action:	[JOG-LIKE]
Timing:	
- "JAKE" FALLS INTO RIVER, LEGS STILL RUNNING - FOX TURNS	

EPISODE # 1034-221
Production :

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ADVENTURE TIME

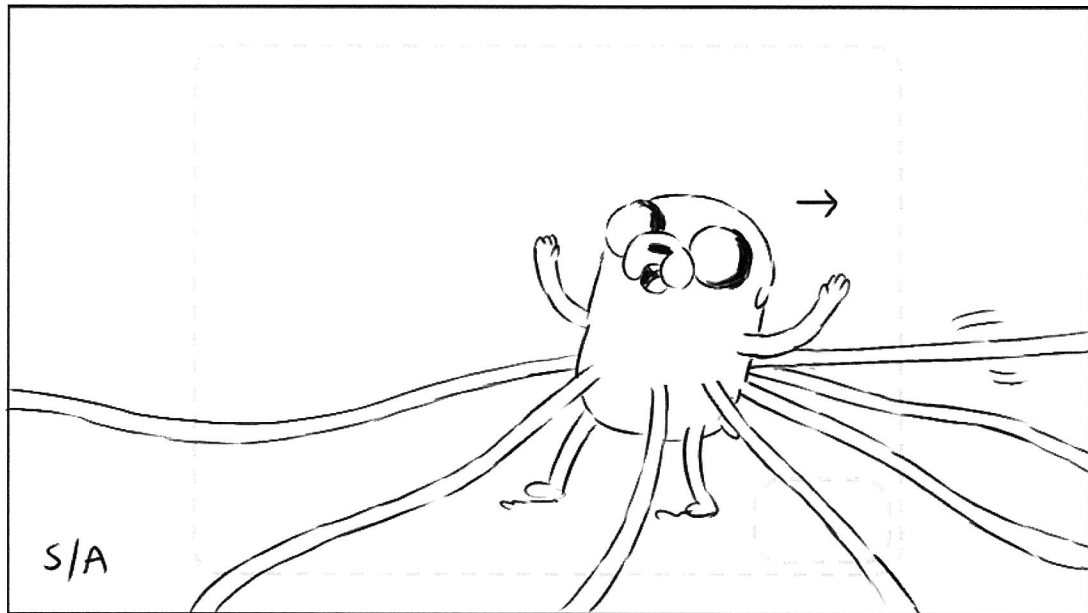


Sc. 89

Pnl. B

Bg.

day night

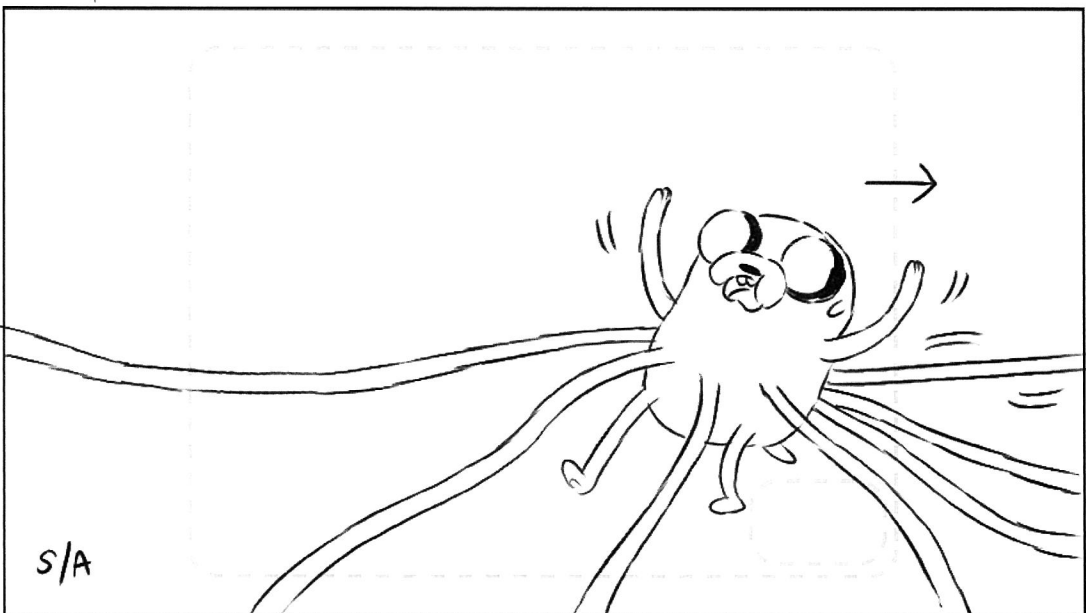


Sc. 89

Pnl. C

Bg.

day night



Dialog:

① AAH!

Action:

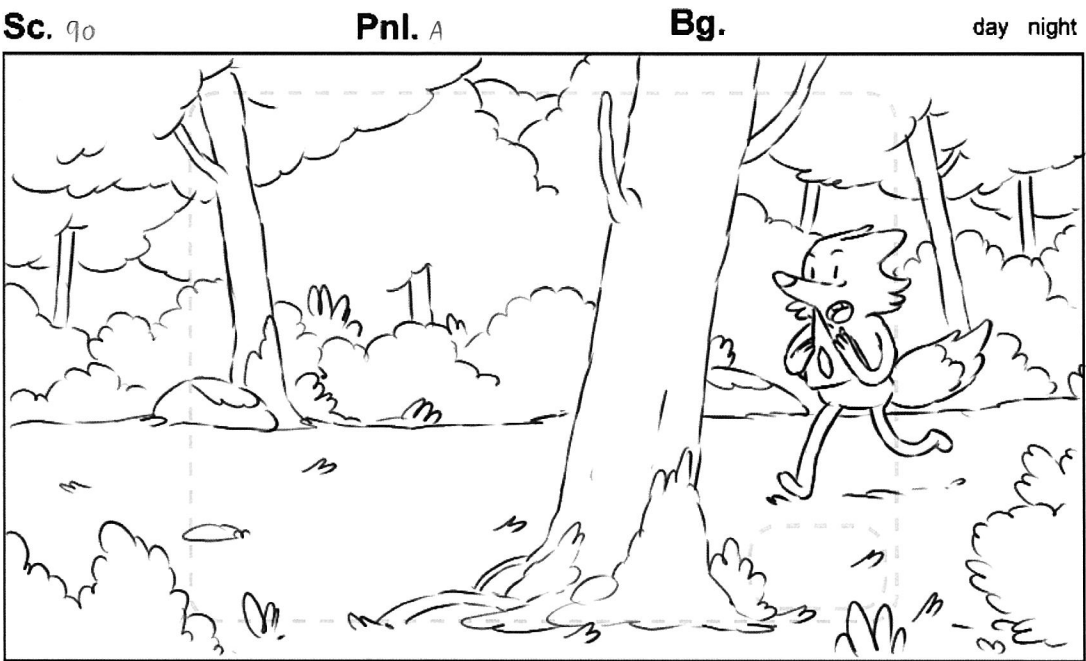
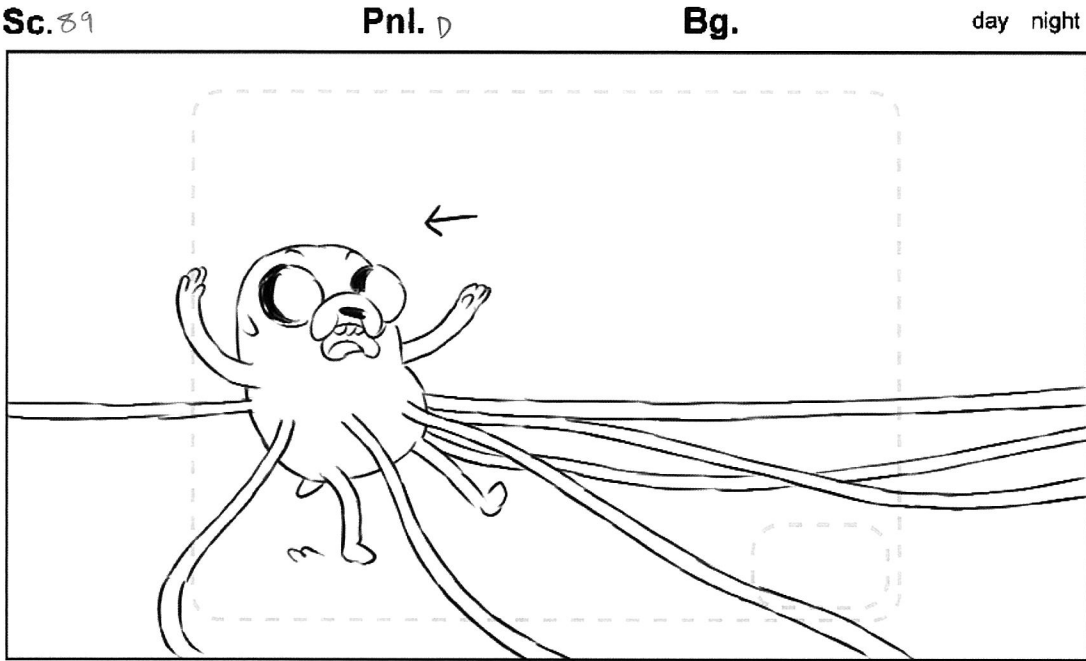
[SLOWLY DRAGS TO RIGHT]

[TUG! ALMOST LOOSE BALANCE]

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:	J) WOAH!!
Action:	[DRAG LEFT !]
Timing:	

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ADVENTURE TIME



Sc. 90

Pnl. B

Bg.

day night



Sc. 90

Pnl. C

Bg.

day night



Dialog:

Action:

- LIL' JAKE CHASES FOX.

- FOX DUCKS BEHIND TREE.

Timing:

1034-221

EPISODE #

Production :

ADVENTURE TIME



Sc. 91

Pnl. A

Bg.

day night

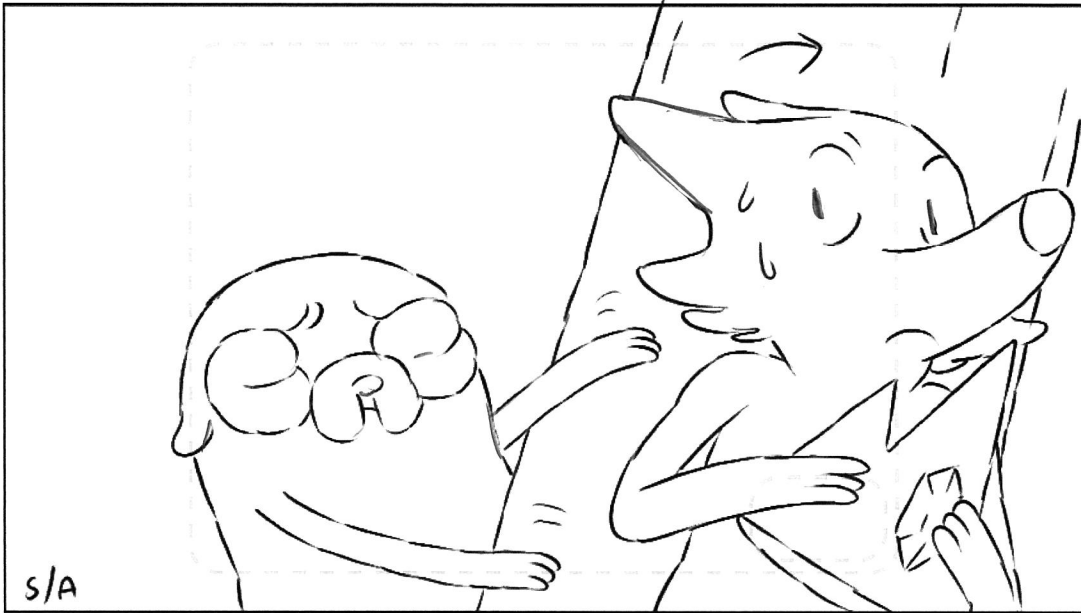


Sc. 91

Pnl. B

Bg.

day night

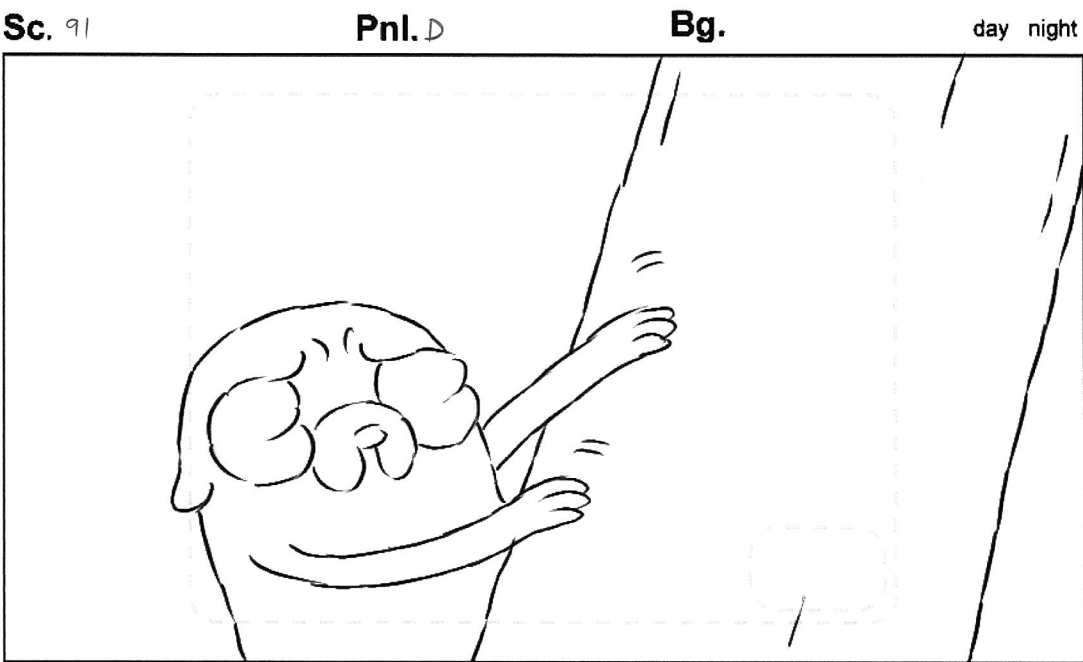
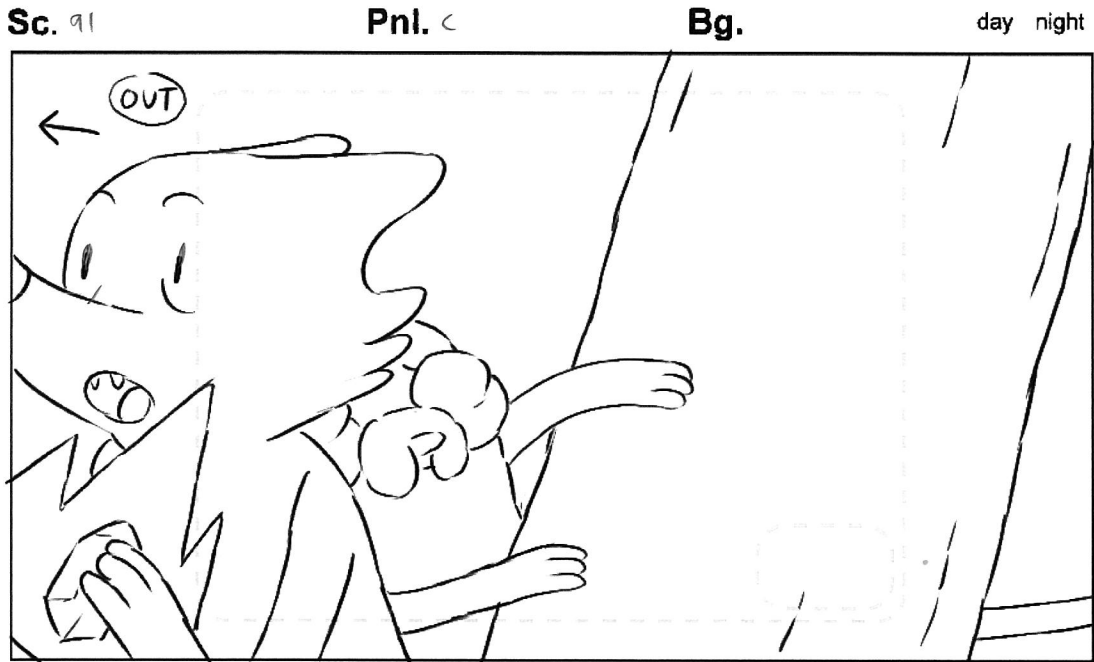


Dialog:
Action: [LIL' JAKE FEELS AROUND BLINDLY] - FOX SHIFTS OUT OF RANGE
Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Dialog:	
Action:	"FOX RUNS SWIFTLY OFF/S."
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME

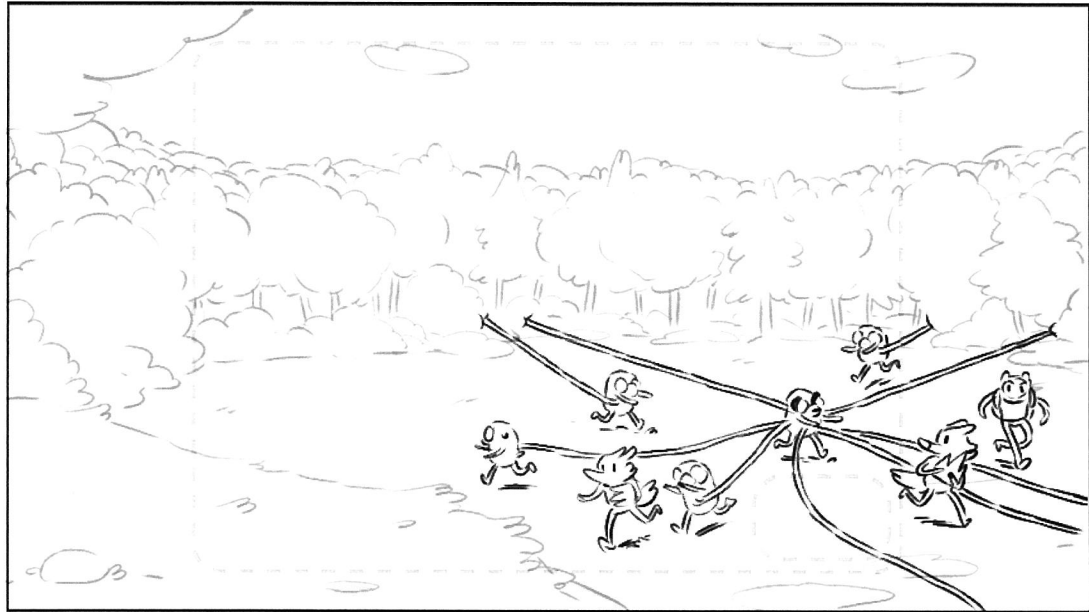


Sc. 92

Pnl. A

Bg.

day night

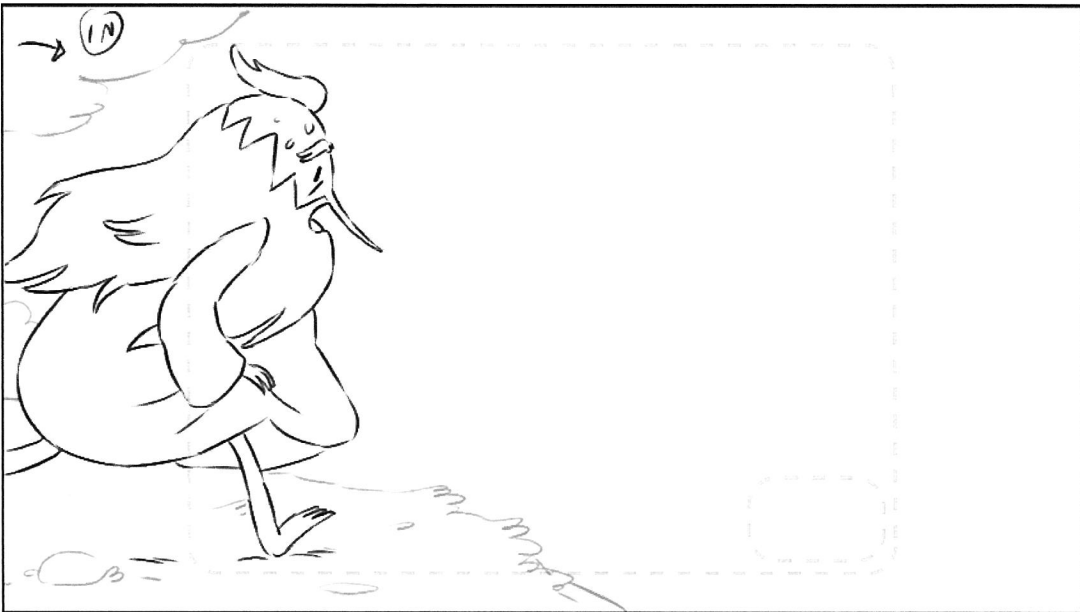


Sc. 92

Pnl. B

Bg.

day night



Dialog:

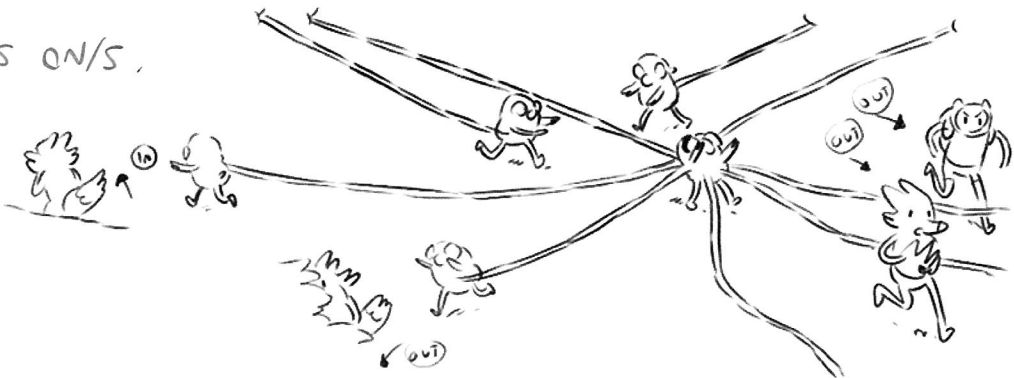
IK [PANTING]

Action:

-JAKE PULLED
IN ALL DIRECTIONS.

-IK RUNS ON/S.

Timing:



EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 92	Pnl. C	Bg.	day night	Sc. 92	Pnl. D	Bg.	day night

Dialog:	IK) [PANT, PANT, PANT]	IK) [WHEEZEE]

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 92

Pnl. E

Bg.

day night

Sc. 92

Pnl. F

Bg.

day night

Dialog:

IK) DONT WORRY GUYS! THE CAVALRY'S HERE!!

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

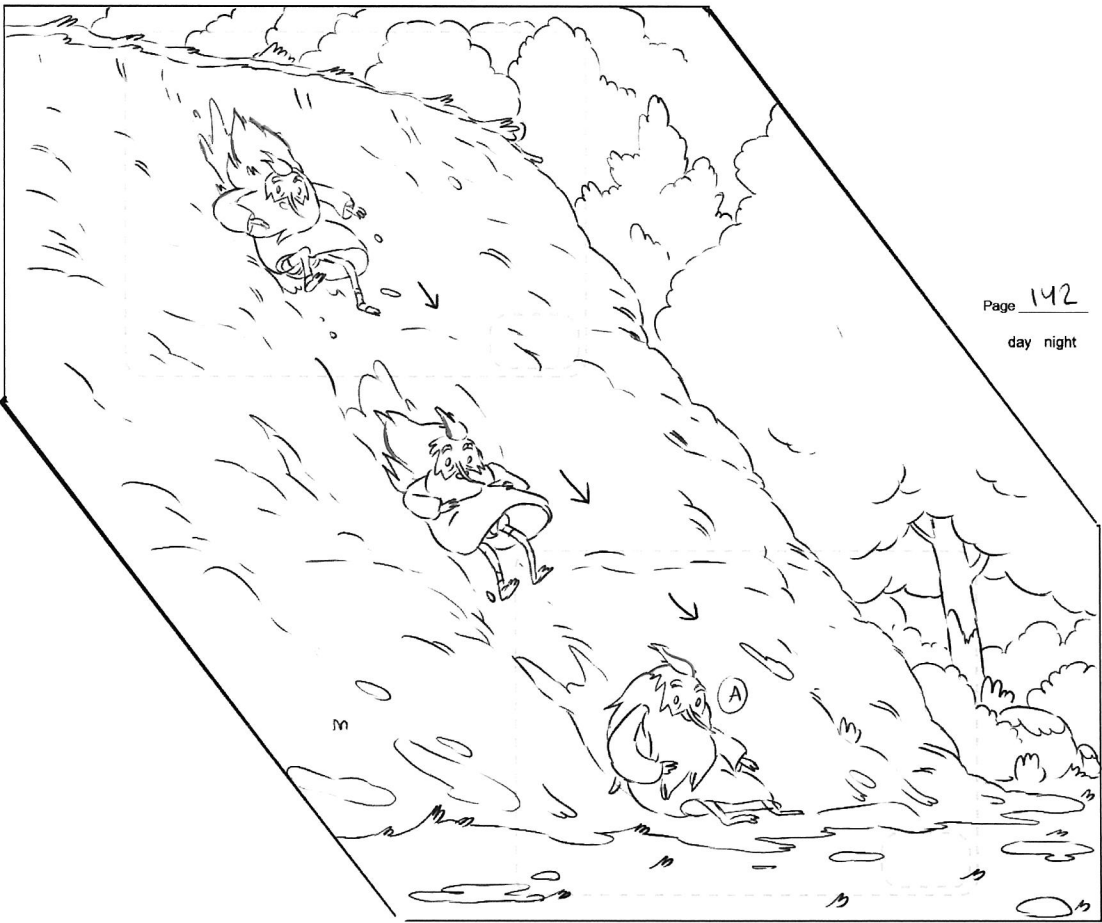


Sc. 93

Pl. A

Bg.

day night



Page 142

day night

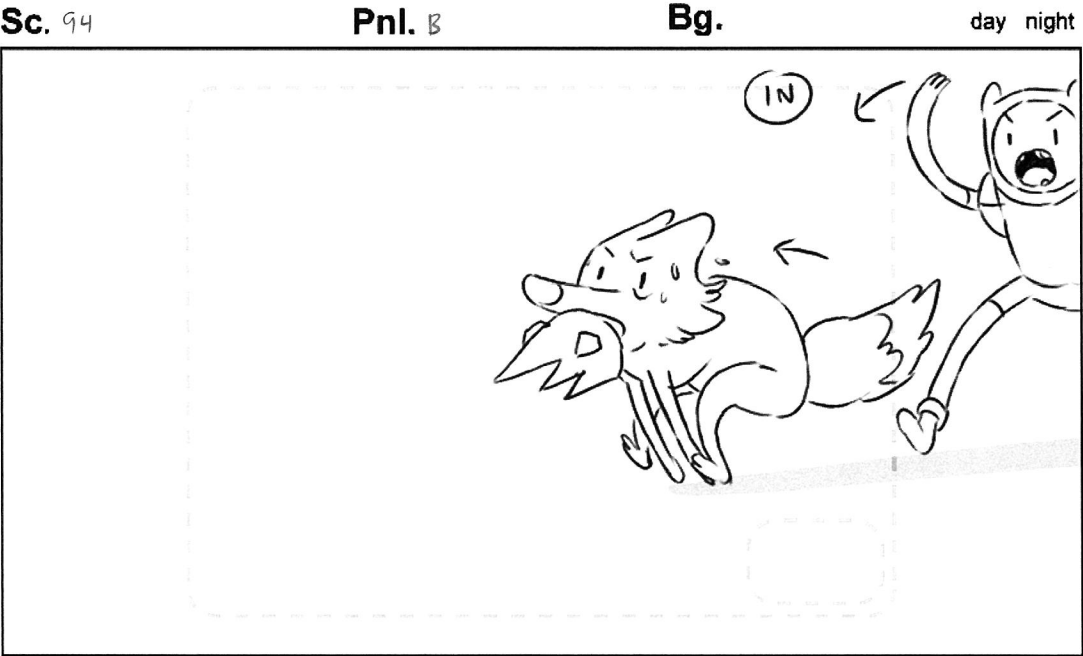
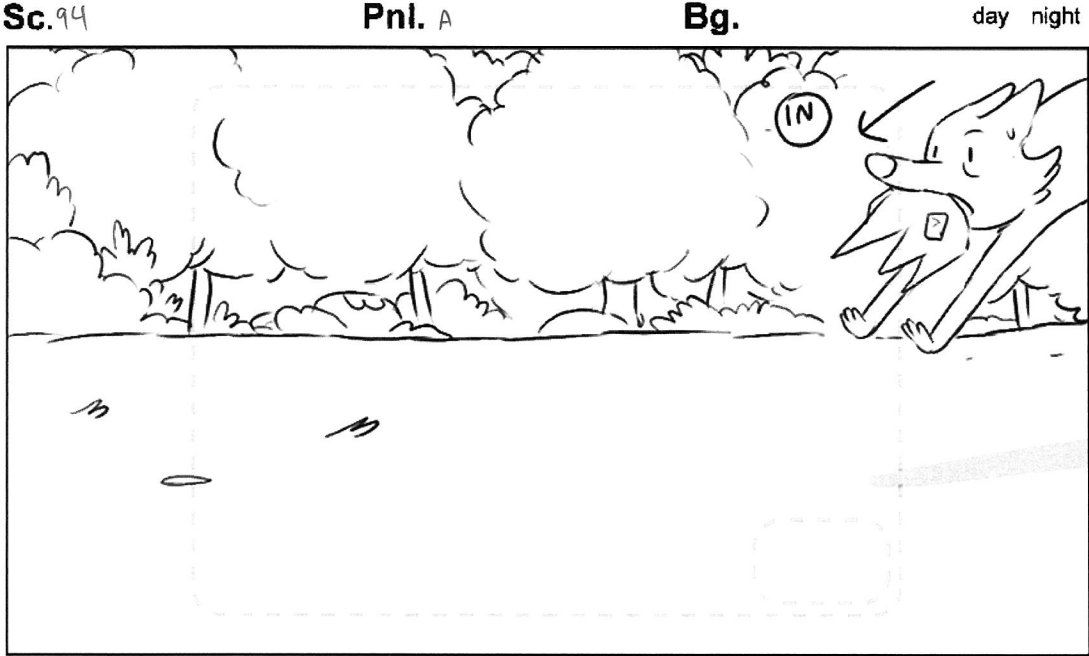
1034-221

EPISODE #

Dialog:	IK/ HEY, WHERE'D ALL THESE CROWNS COME FROM?
Action:	
Timing:	

Production :

ADVENTURE TIME



Dialog:
Action: -FOX RUNS QN/S.
Timing:

ADVENTURE TIME

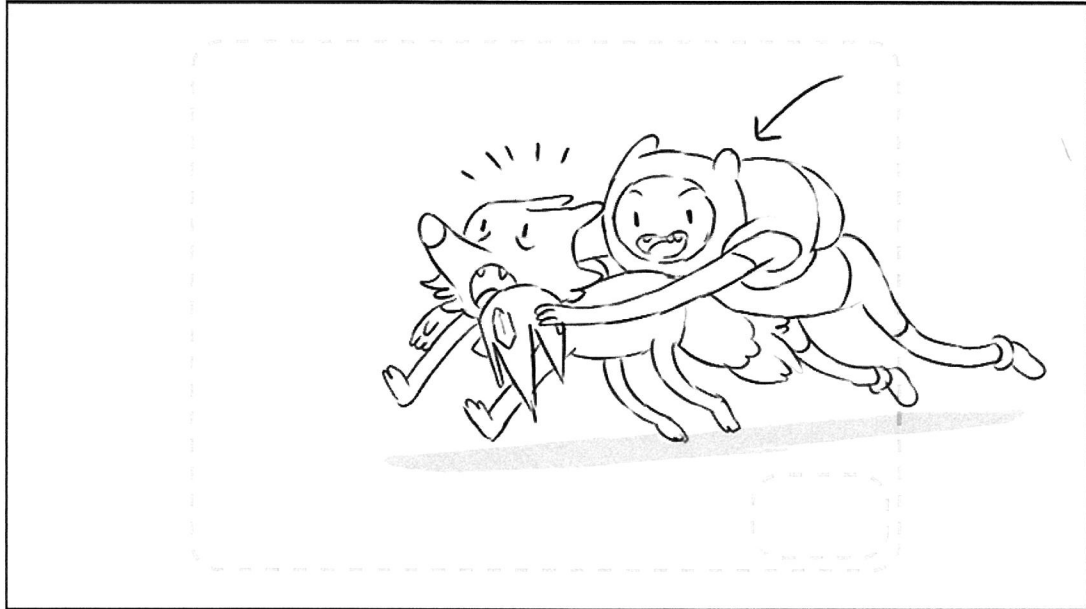


Sc. 94

Pnl. c

Bg.

day night



Sc. 94

Pnl. d

Bg.

day night



Dialog:	F) HAH !!
Action:	- F. TACKLES FOX AND TAKES CROWN.
Timing:	

ADVENTURE TIME



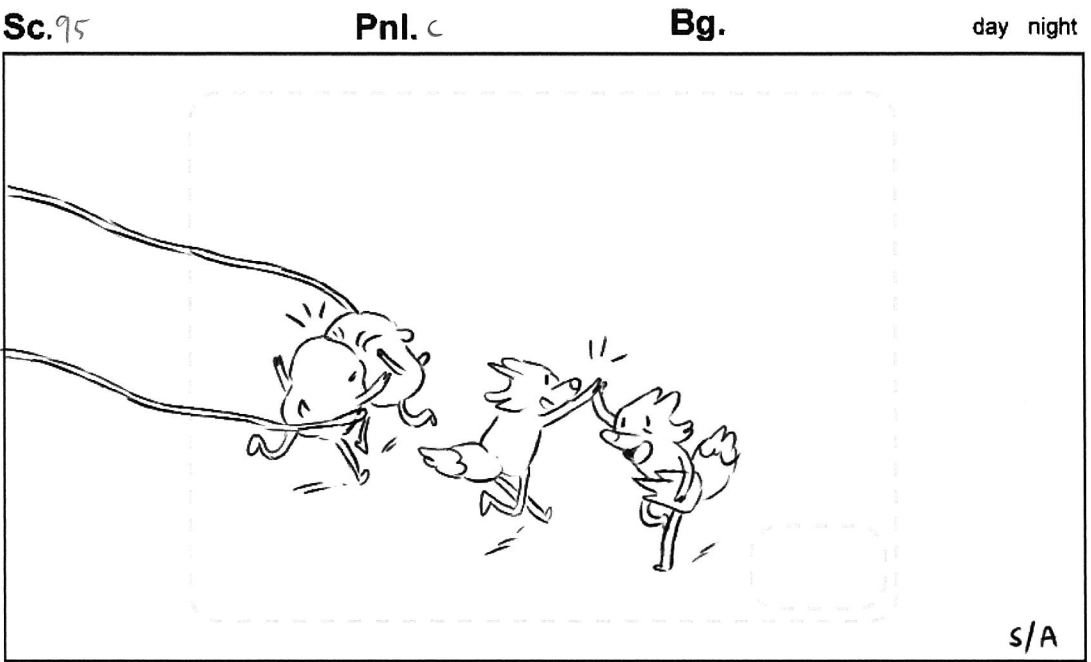
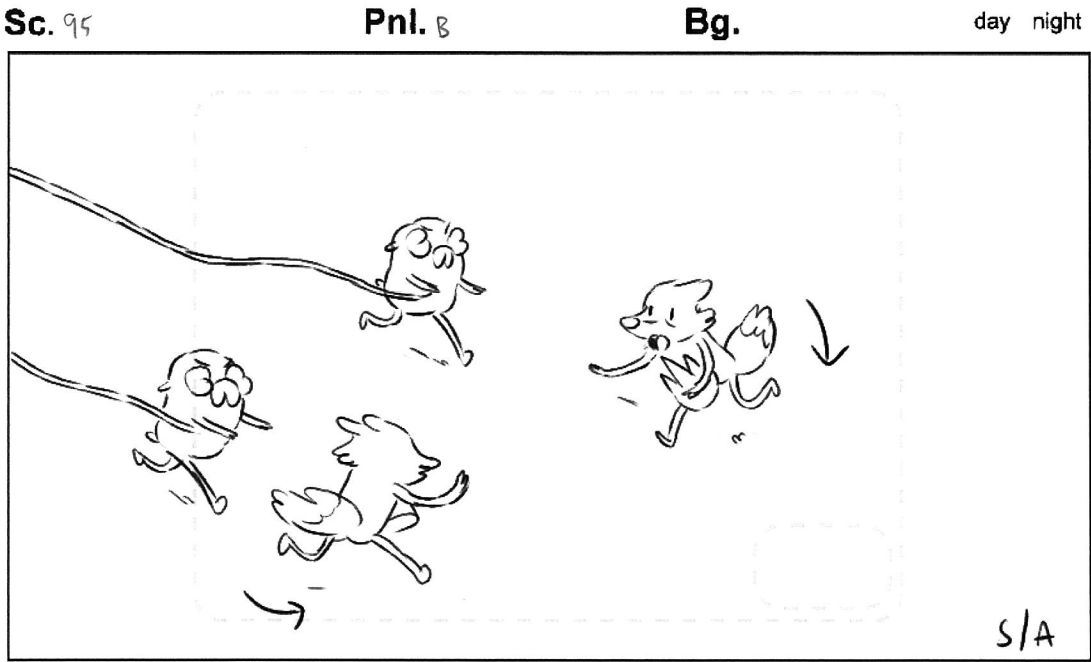
Sc. 94	Pnl. E	Bg.	day night	Sc. 95	Pnl. A	Bg.	day night

Dialog:	F) AW COME ON! SFX) [CRUMPLE]
Action:	-FOXES SIGNAL TO EACH OTHER
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME



Dialog:	SFX: * BONK *
Action:	
Timing:	

ADVENTURE TIME

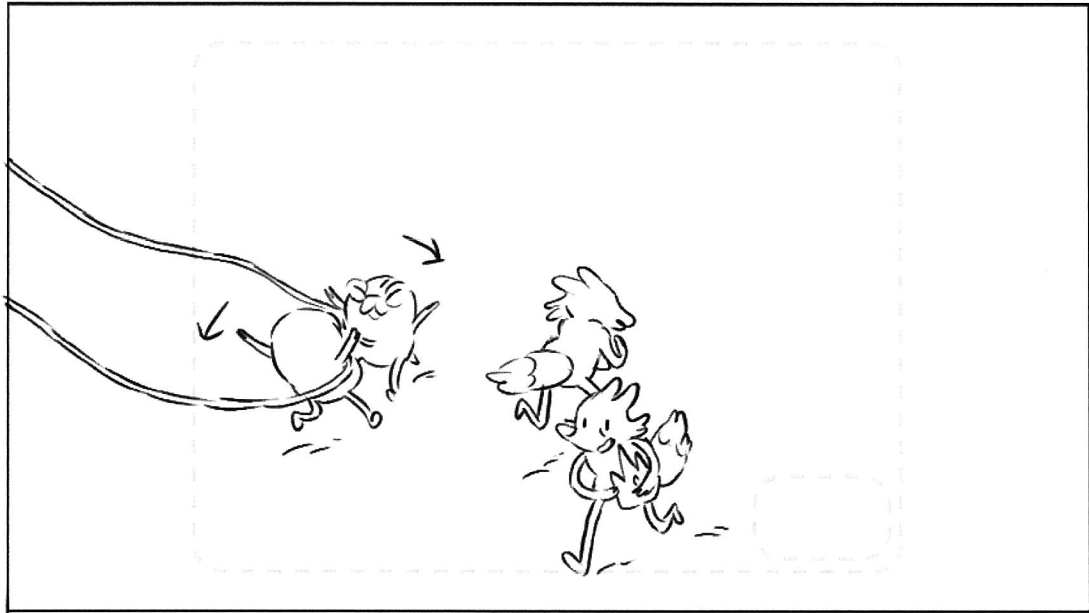


Sc. 95

Pnl. D

Bg.

day night

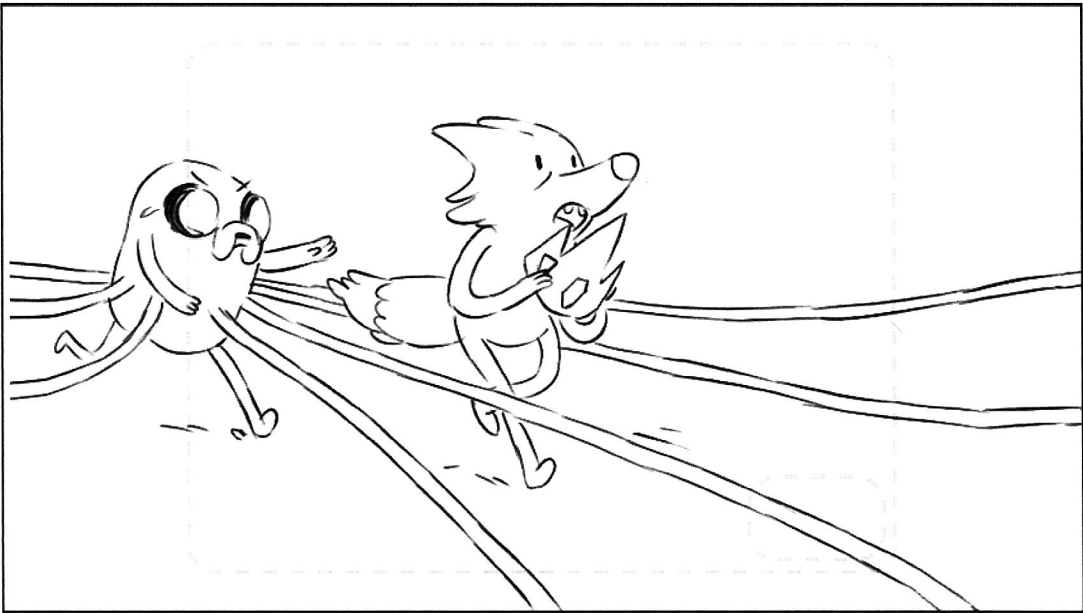


Sc. 96

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

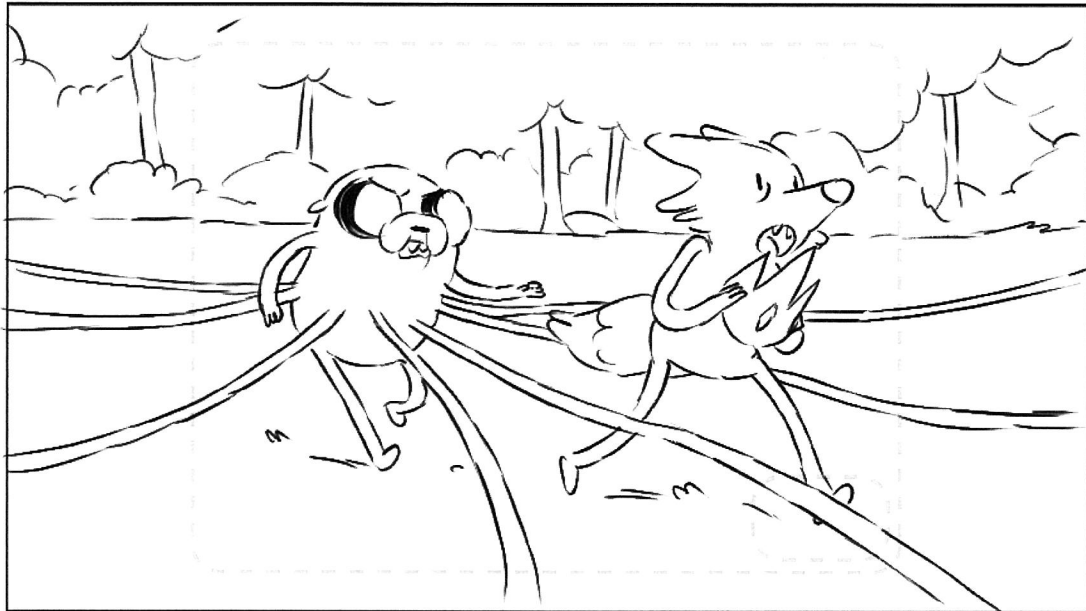


Sc. 96

Pnl. B

Bg.

day night

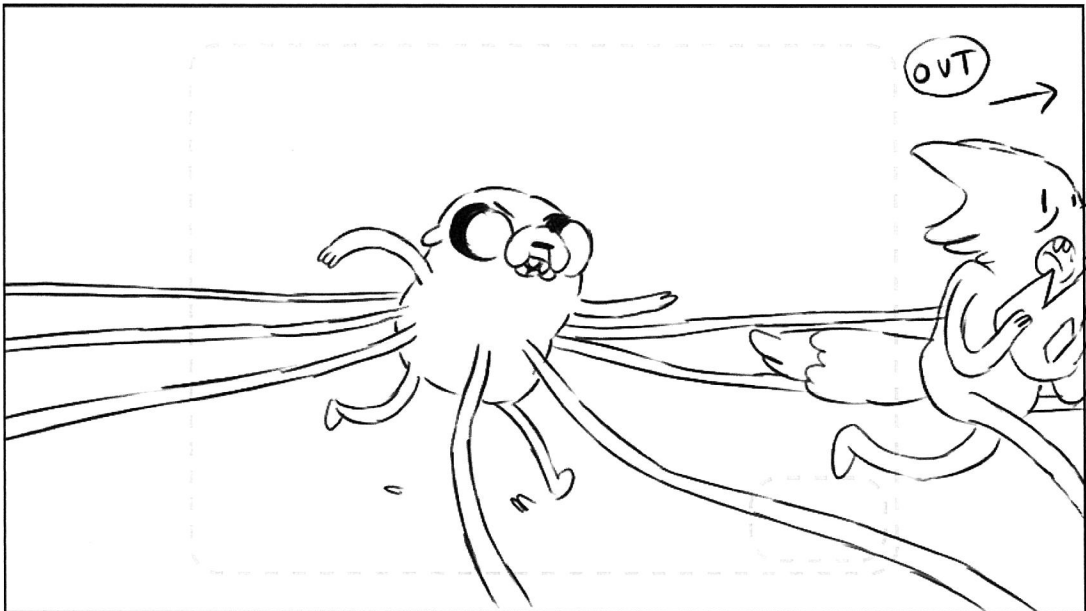


Sc. 96

Pnl. C

Bg.

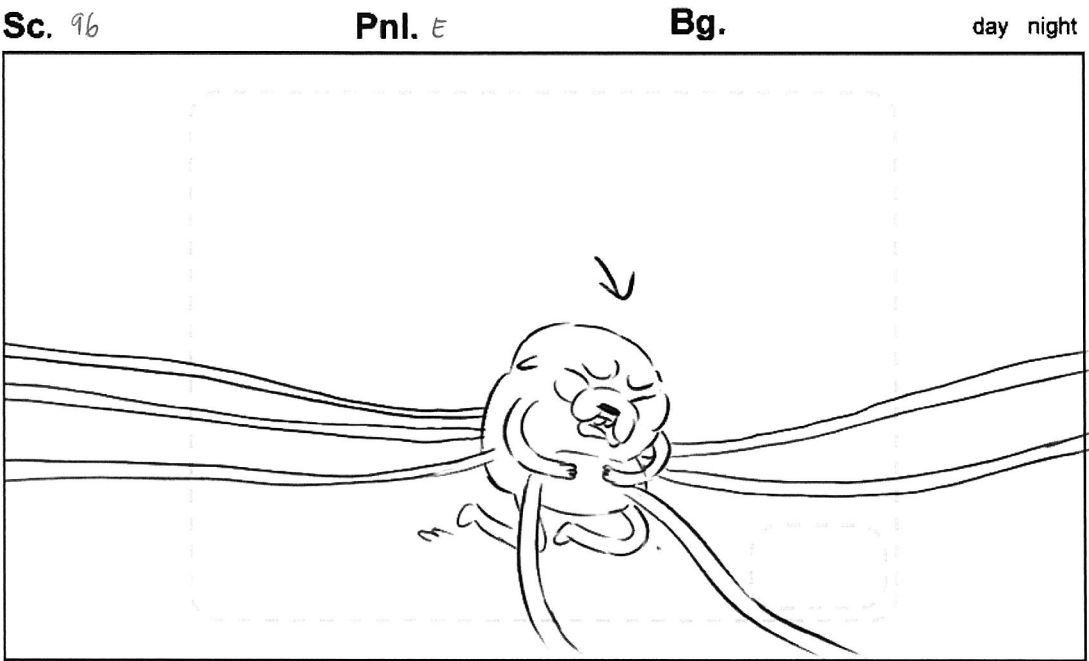
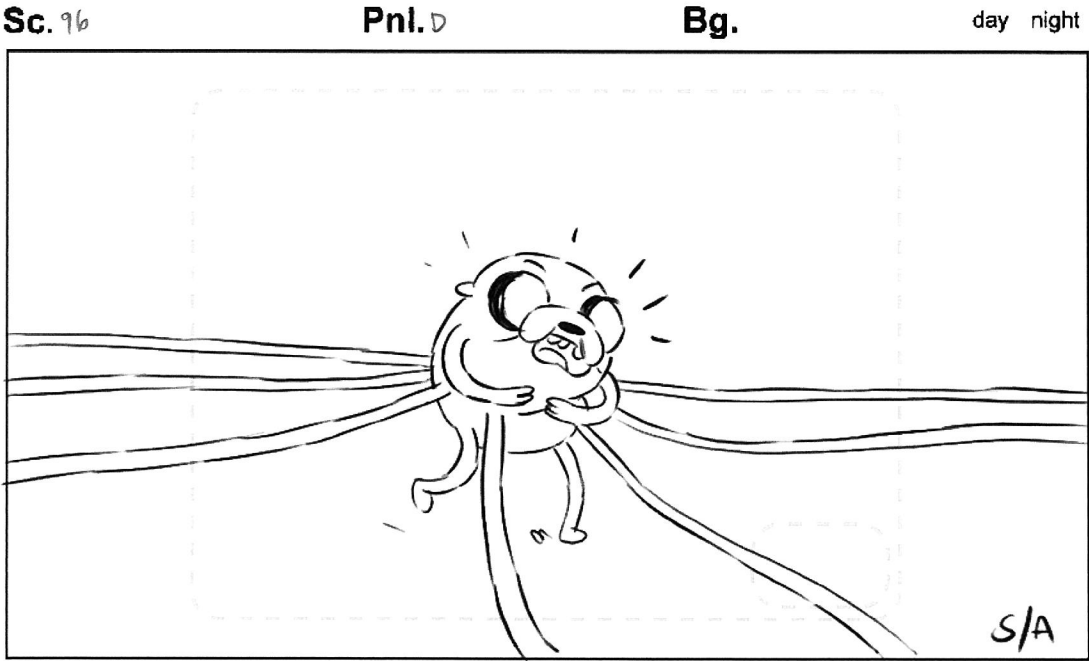
day night



Dialog:
Action:
Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:	o, ow!
Action:	- J. DROPS TO HIS KNEES.
Timing:	

ADVENTURE TIME

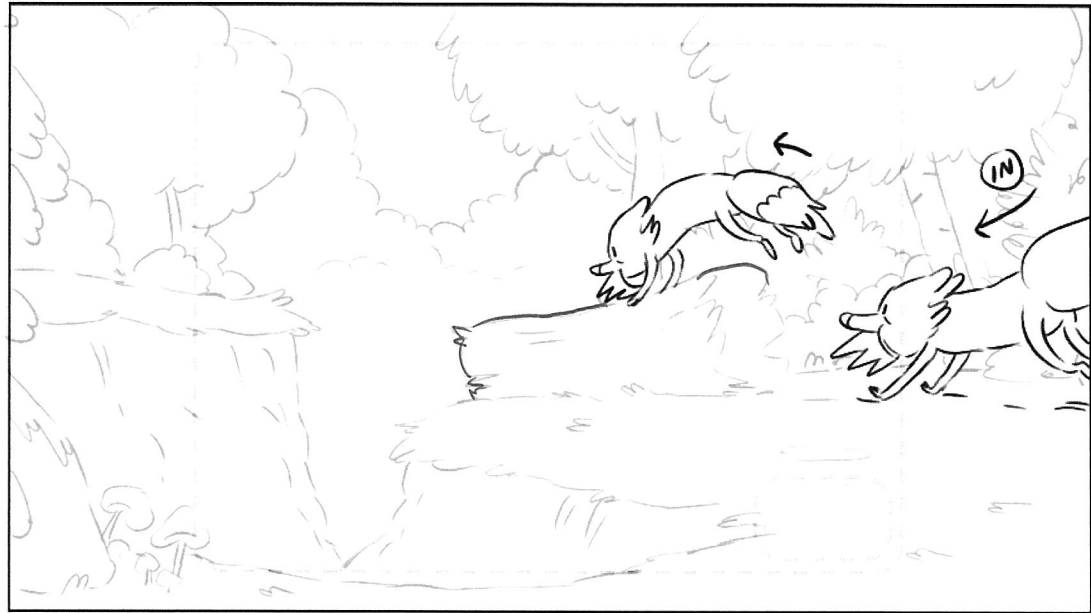


Sc. 97

Pnl. A

Bg.

day night



Sc. 97

Pnl. B

Bg.

day night



Dialog:	
Action:	- FOX RUNS ON/S. -FOX RUNS OVER LOG.
Timing:	

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ADVENTURE TIME

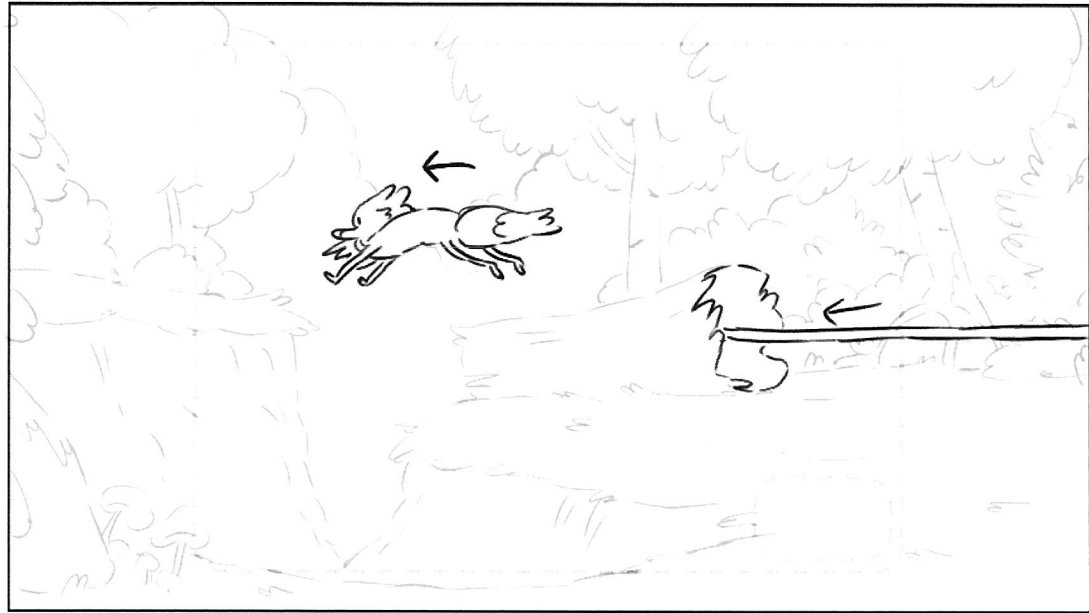


Sc. 97

Pnl. C

Bg.

day night

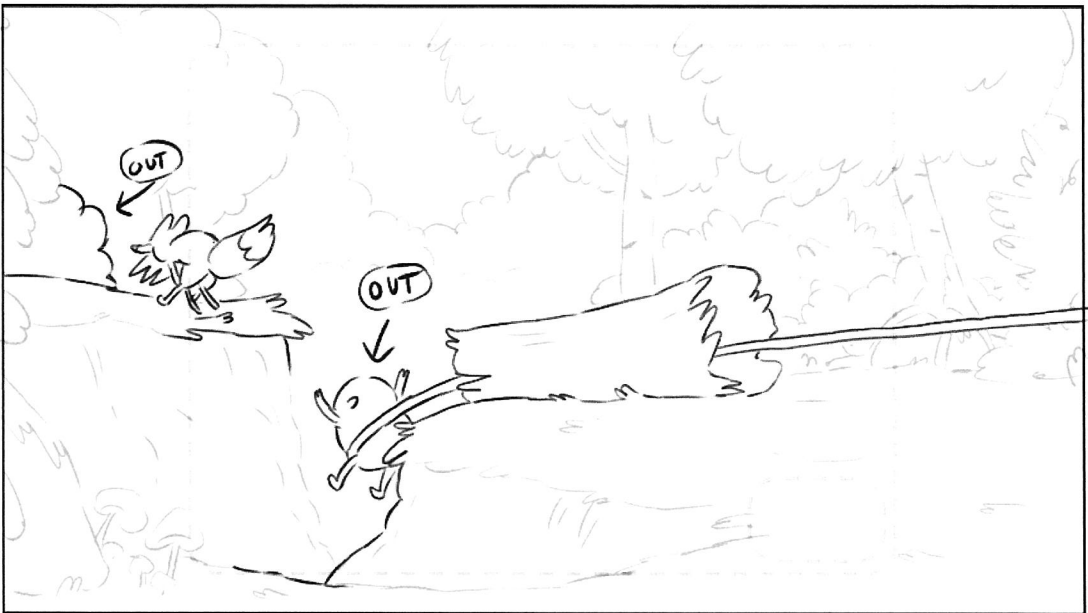


Sc. 97

Pnl. D

Bg.

day night



Dialog:	
Action:	-FOX LEAPS ACROSS GAP. -LIL JAKE RUNS THROUGH LOG AND FALLS OFF/S.
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME

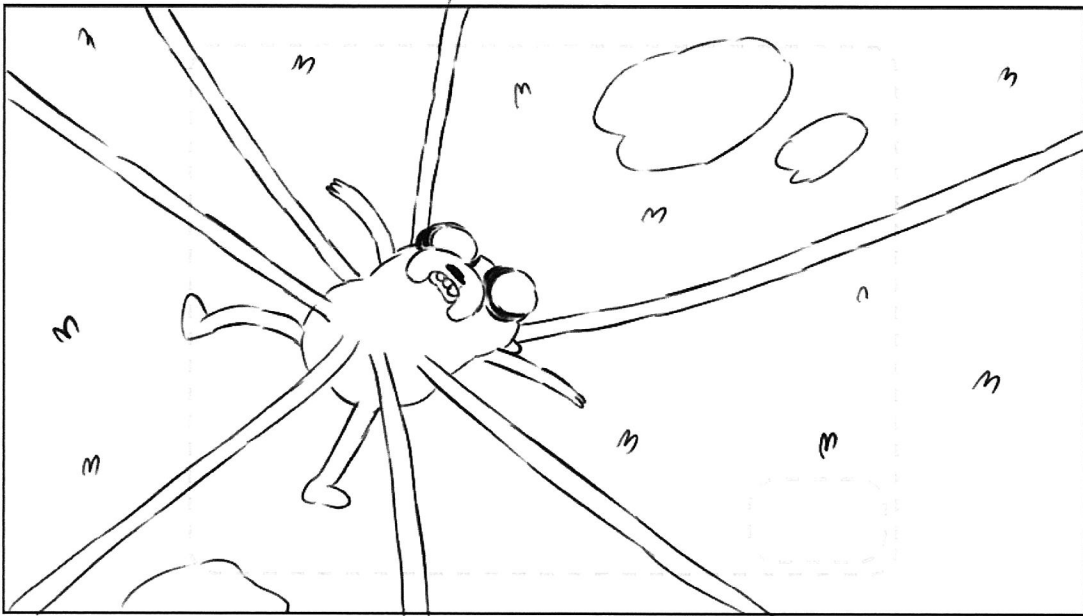


Sc. 98

Pnl. A

Bg.

day night

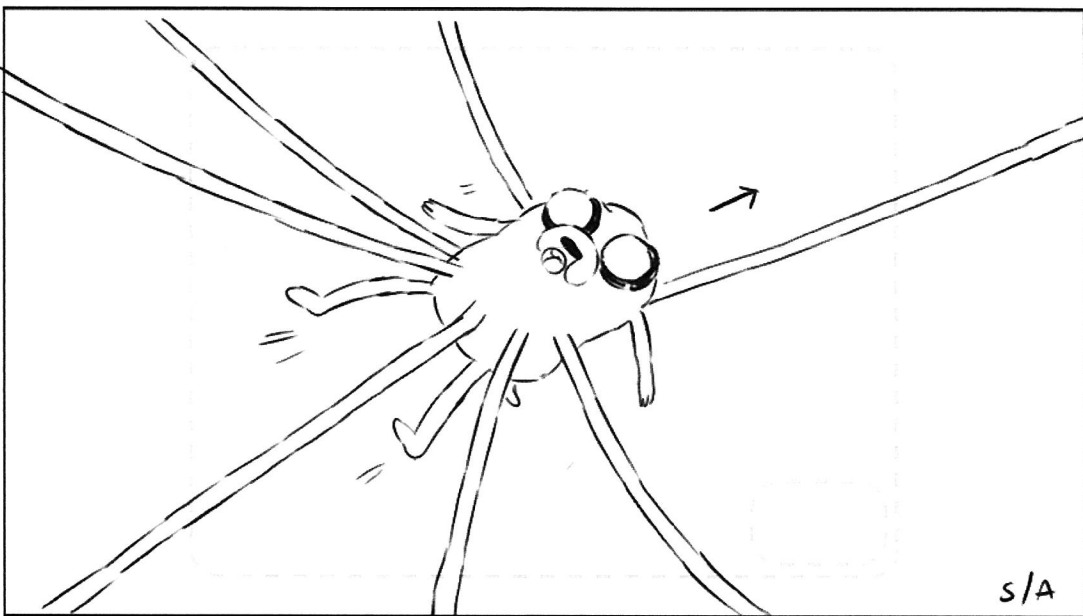


Sc. 98

Pnl. B

Bg.

day night



Dialog:

J) THIS ISN'T WORKING AS WELL AS I THOUGHT IT WOULD

Action:

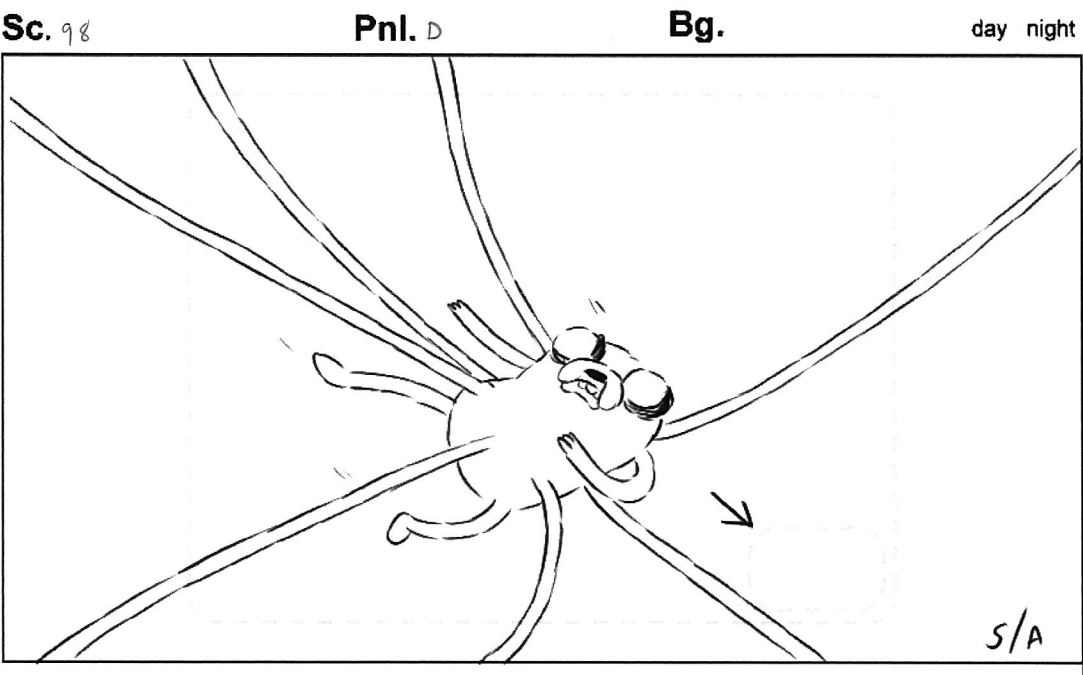
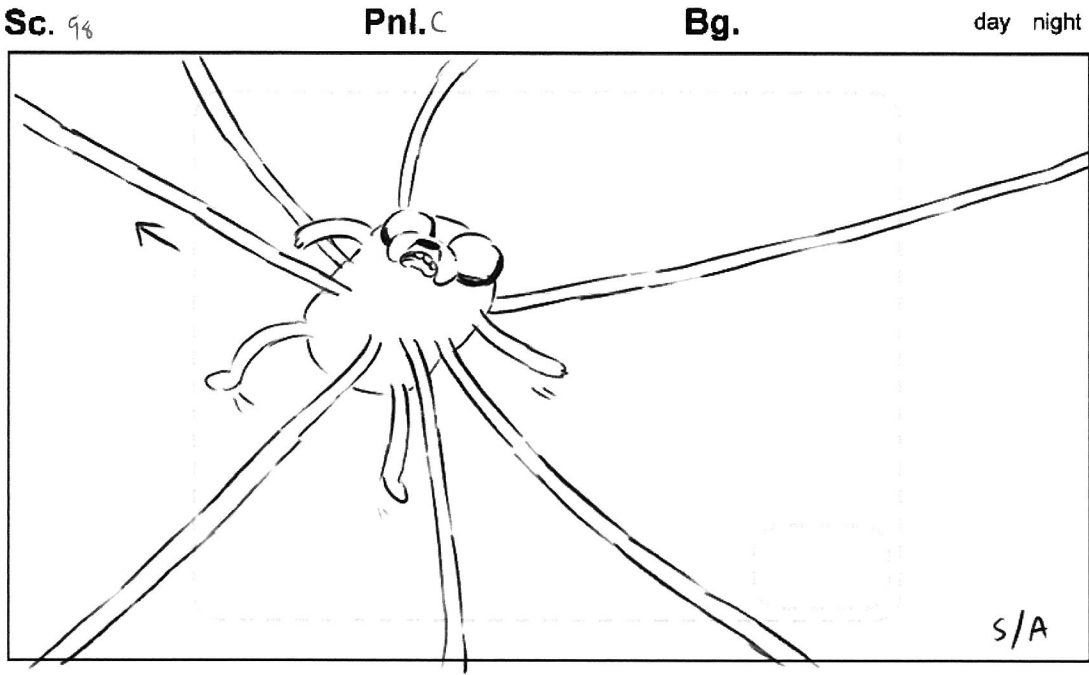
[JAKE GET TUGGED AROUND ON GROUND]

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Dialog:	
(J) AH!	(J) AAH!
Action:	
Timing:	

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ADVENTURE TIME



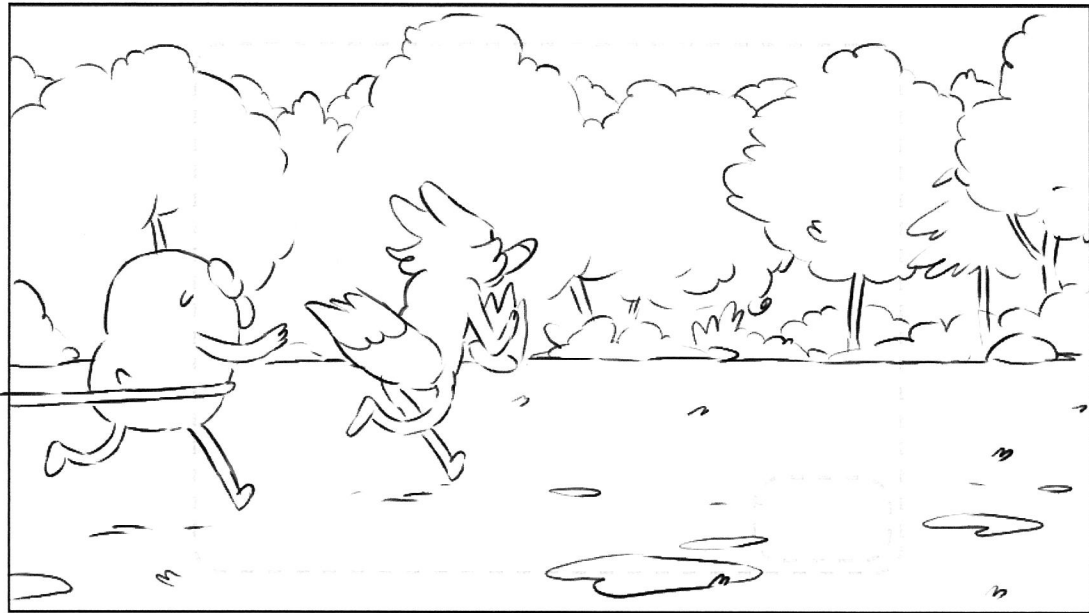
Page 154

Sc. 99

Pnl. A

Bg.

day night

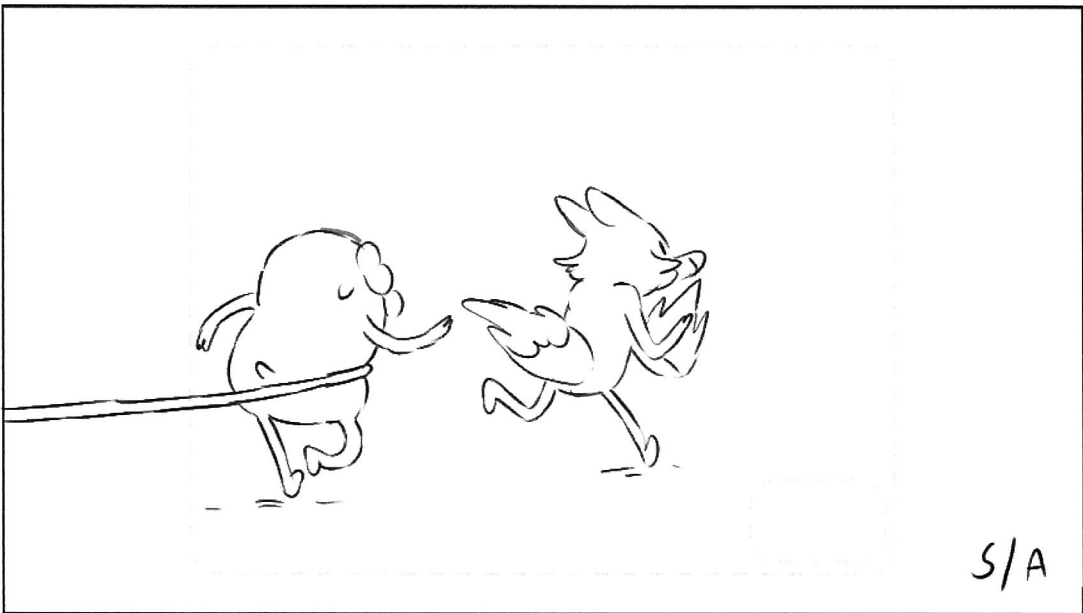


Sc. 99

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



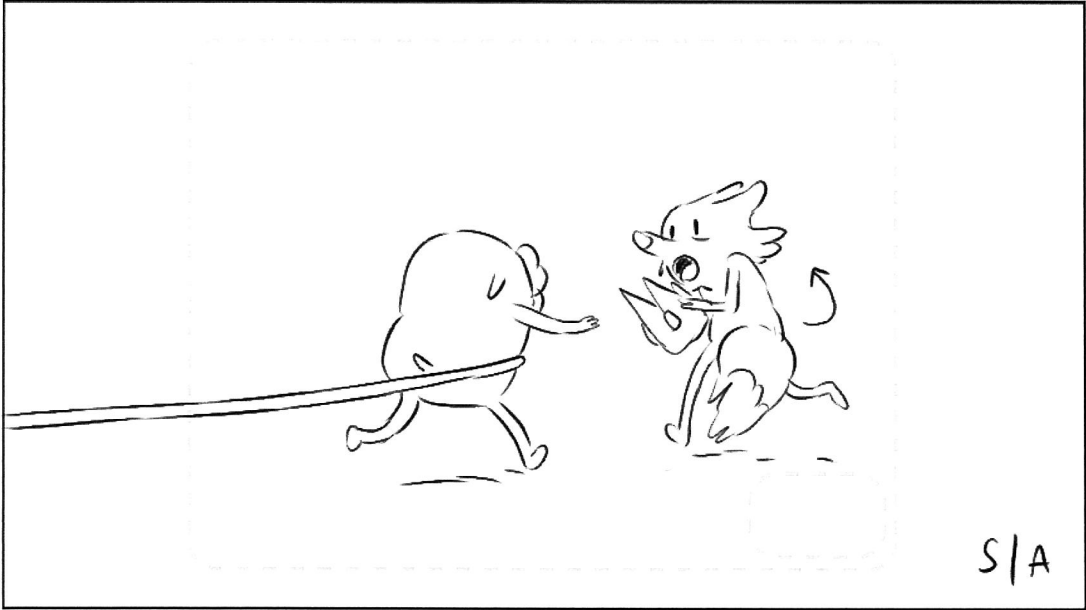
Page 155

Sc. 99

Pnl. C

Bg.

day night

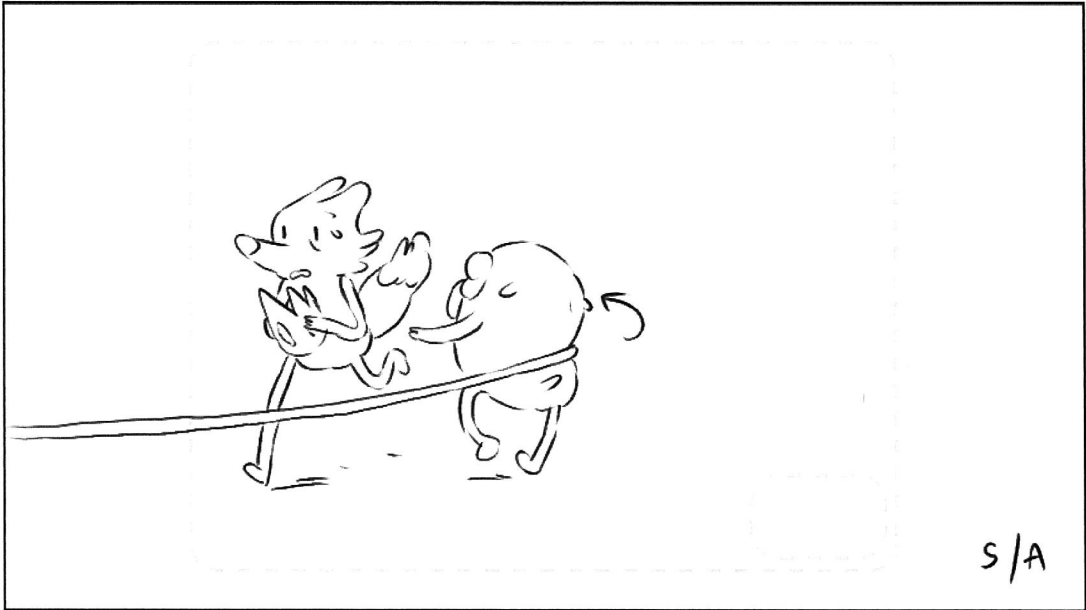


Sc. 99

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 99

Pnl. E

Bg.

day night

S/A

Sc. 99

Pnl. F

Bg.

day night

S/A

Dialog:
Action:
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

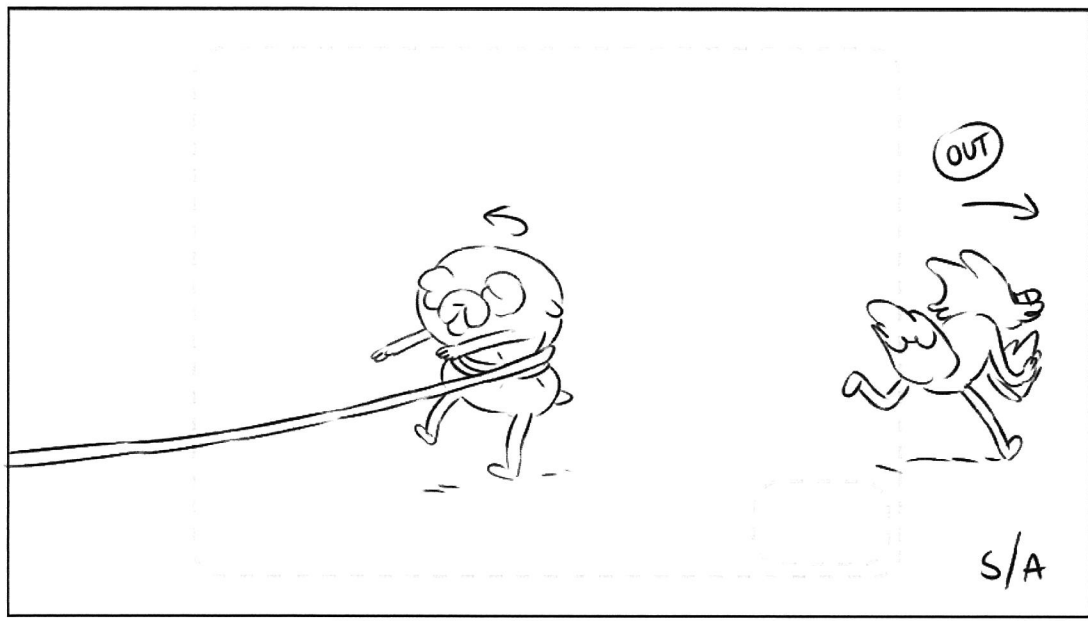


Sc. 99

Pnl. 6

Bg.

day night

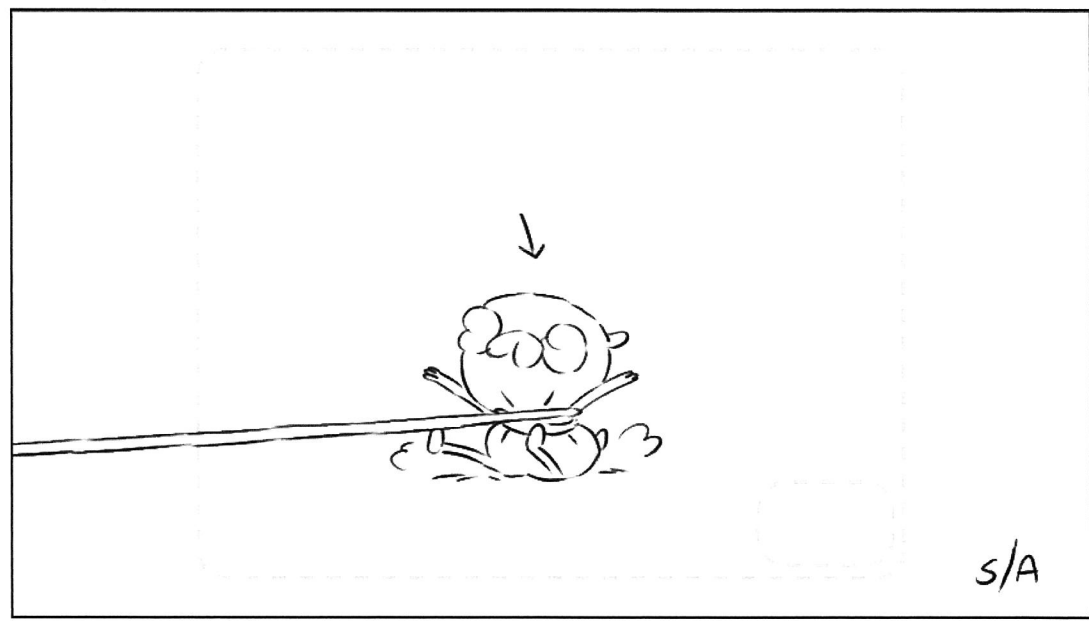


Sc. 99

Pnl. H

Bg.

day night



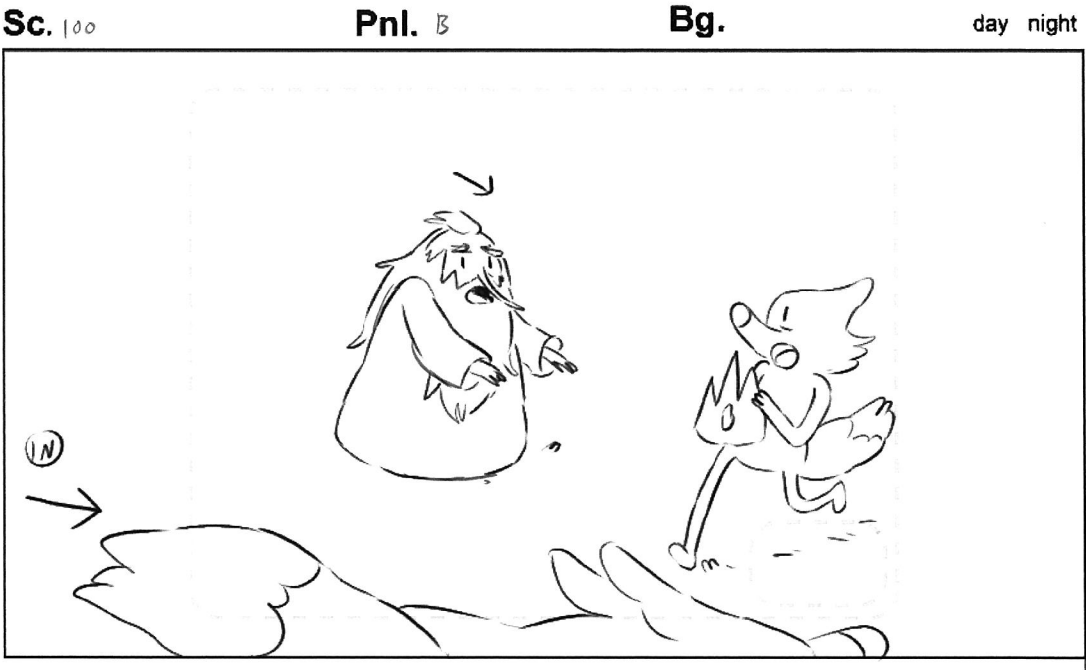
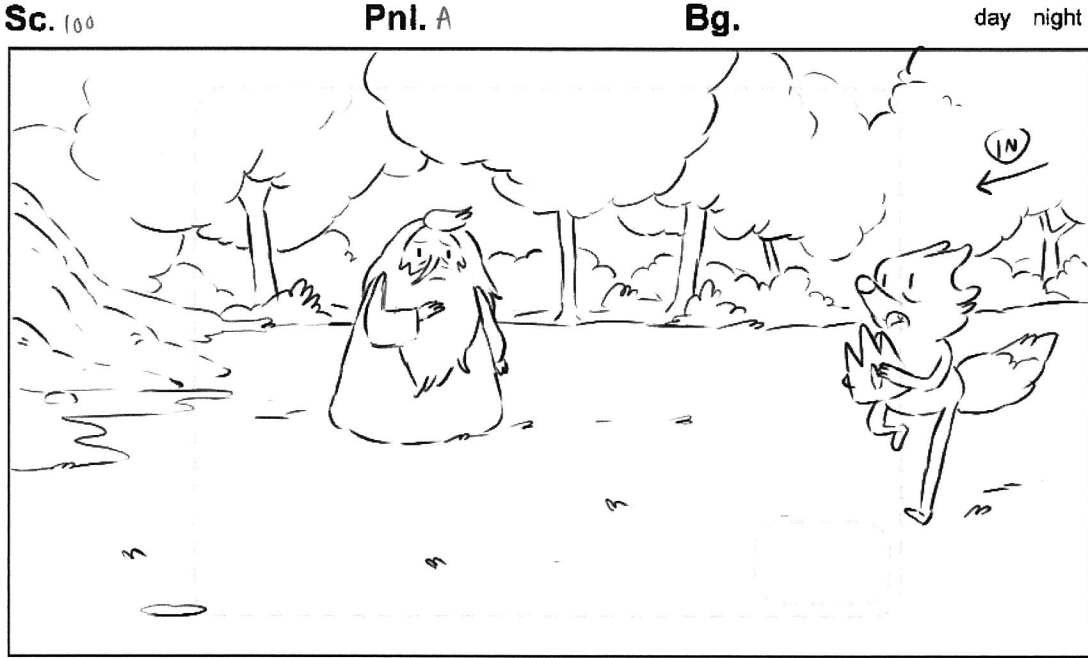
Dialog:	<u>SFX:</u> * SQUEEZE *
Action:	
Timing:	

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Dialog:	IK HEY GIVE THAT BACK !
Action:	SP
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 90	Pnl. C	Bg.	day night	Sc. 100	Pnl. D	Bg.	day night

Dialog:	— IK, AH! YOU TOO?
Action:	
Timing:	

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ADVENTURE TIME



Sc. 100

Pnl. E

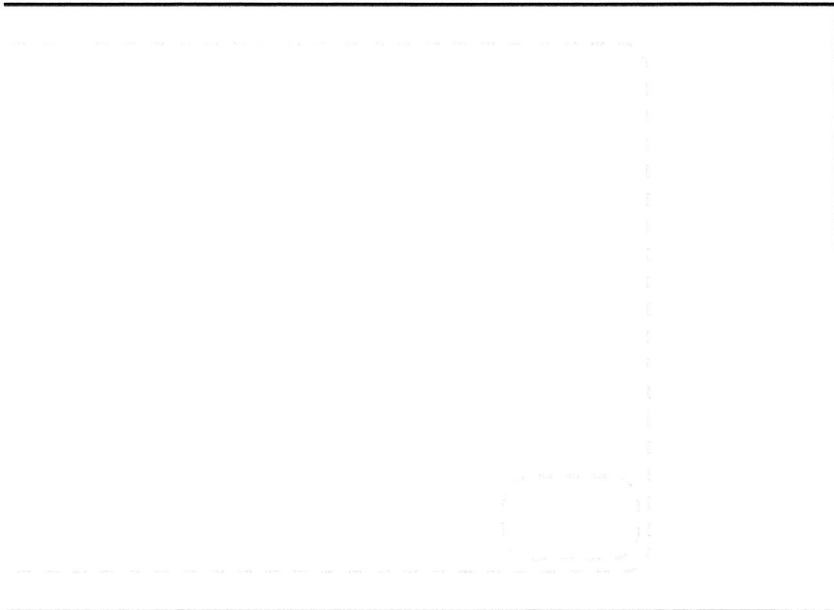
Bg.

day night

Pnl.

Bg.

day night



Dialog:
1, 2 / WAIT!!
Action:
Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 100

Pnl. F

Bg.

day night



Dialog:

SFX/ (B) [SPLURG]

Action:

[SNAG]

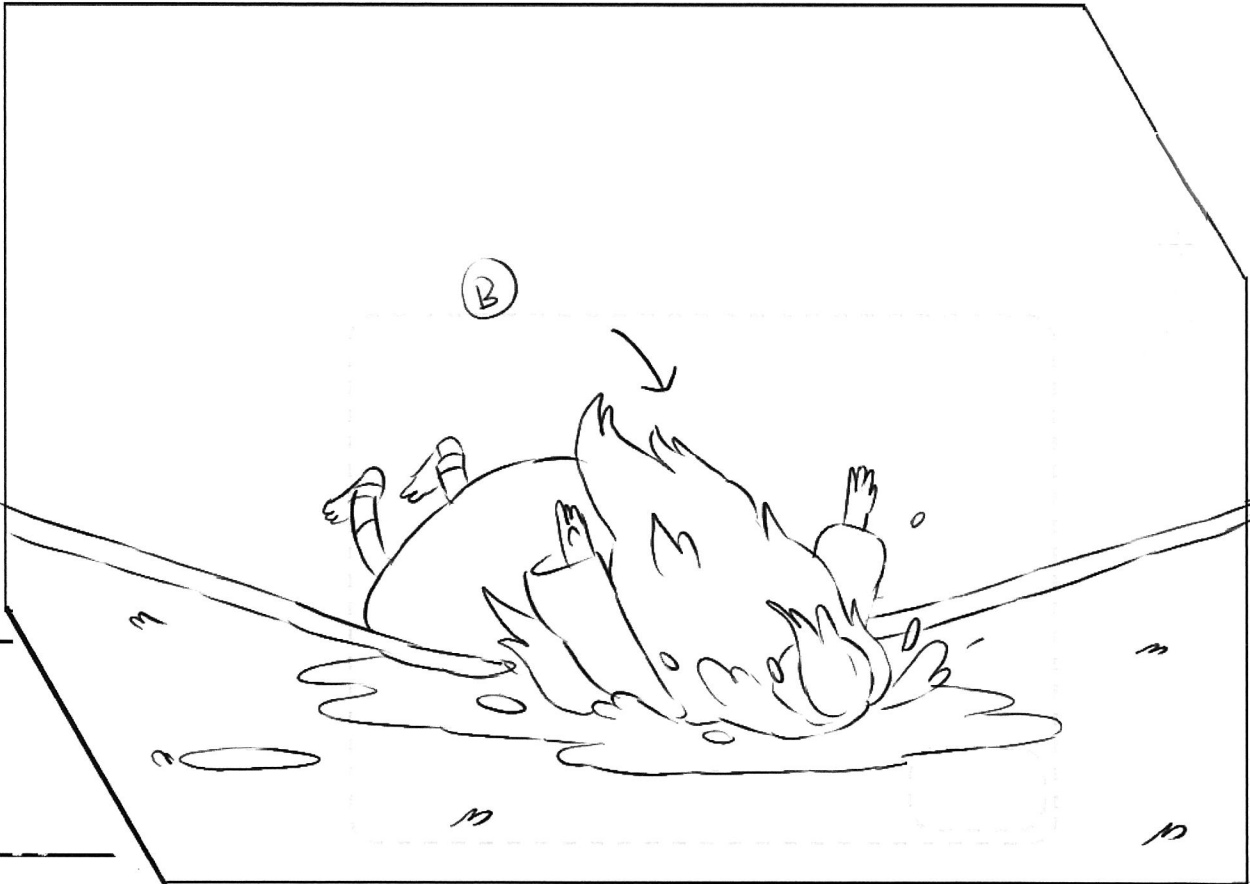
Timing:

Sc. 100

Pnl. G

Bg.

day night



[IK FALLS INTO MUDPUDDLE]

- PAN W/ ACTION.

Production :

1034-221

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ADVENTURE TIME



Sc. 100

Pnl. 4

Bg.

day night



Sc. 100

Pnl. 1

Bg.

day night

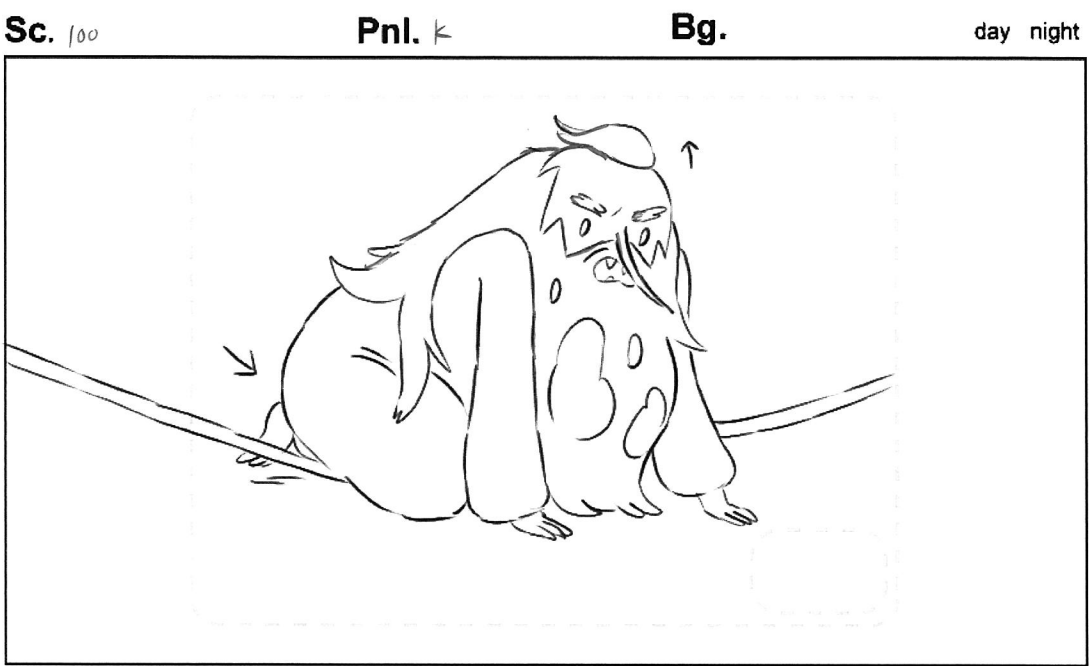
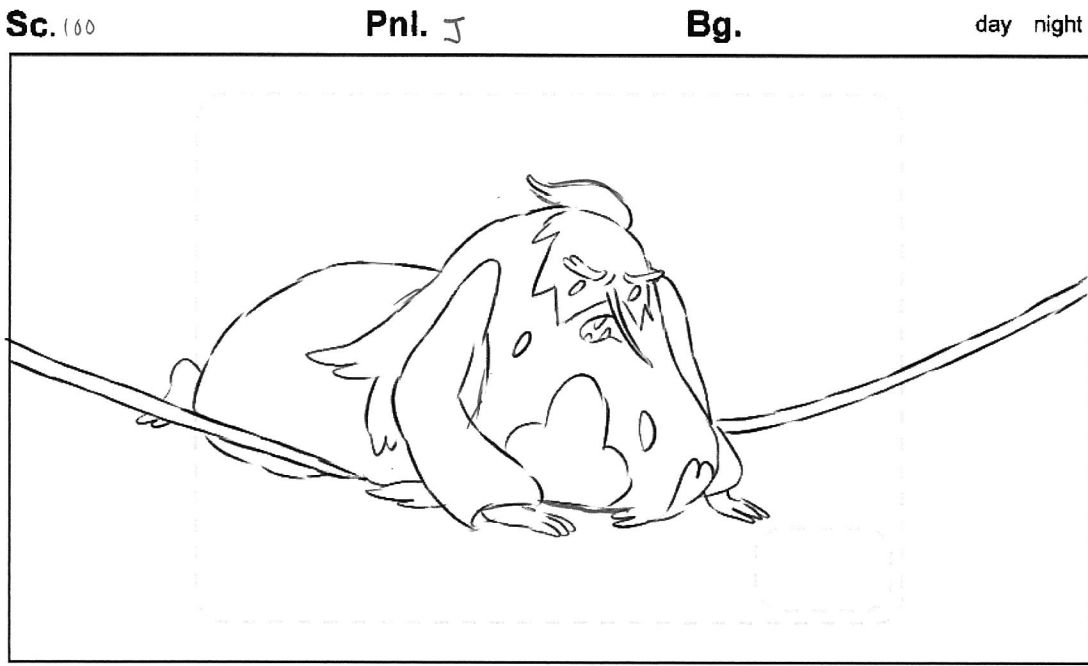


Dialog:	IK/ WATCH WHERE YOU'RE GOING JAKE!!
Action:	
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Dialog:	IK) THESE FOXES THINK THEY CAN OUTFOX ICEKING. --
Action:	
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 100

Pnl. L

Bg.

day night

Sc. 100

Pnl. M

Bg.

day night

1K) (A) -- BUT I'LL SHOW THEM.

- IK STANDS UP. - ADJ. W/ ACTION

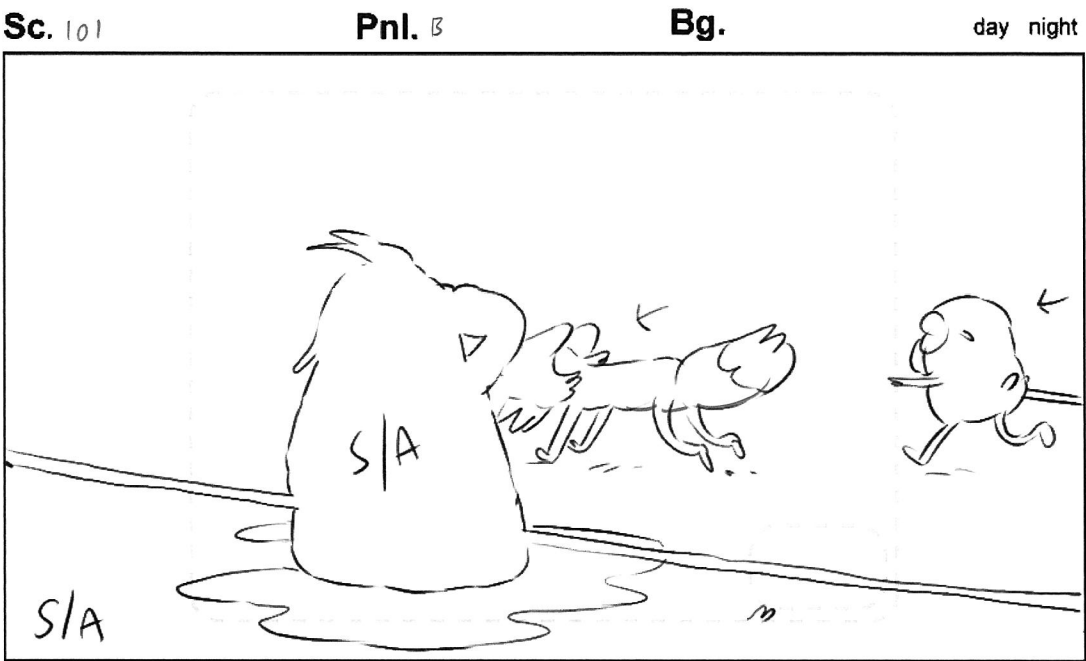
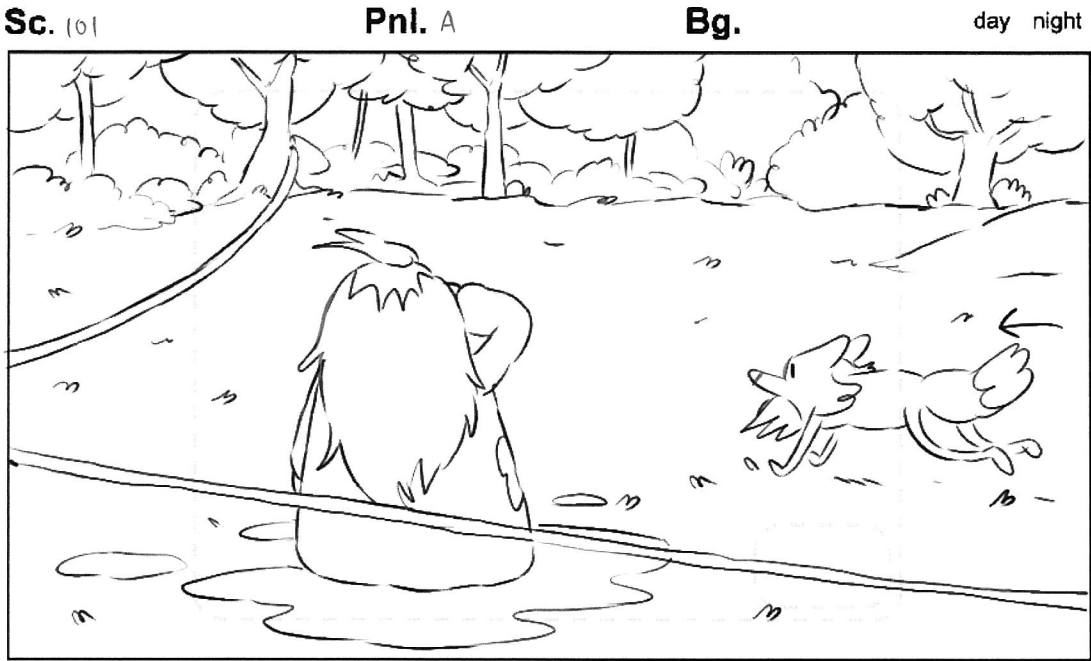
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

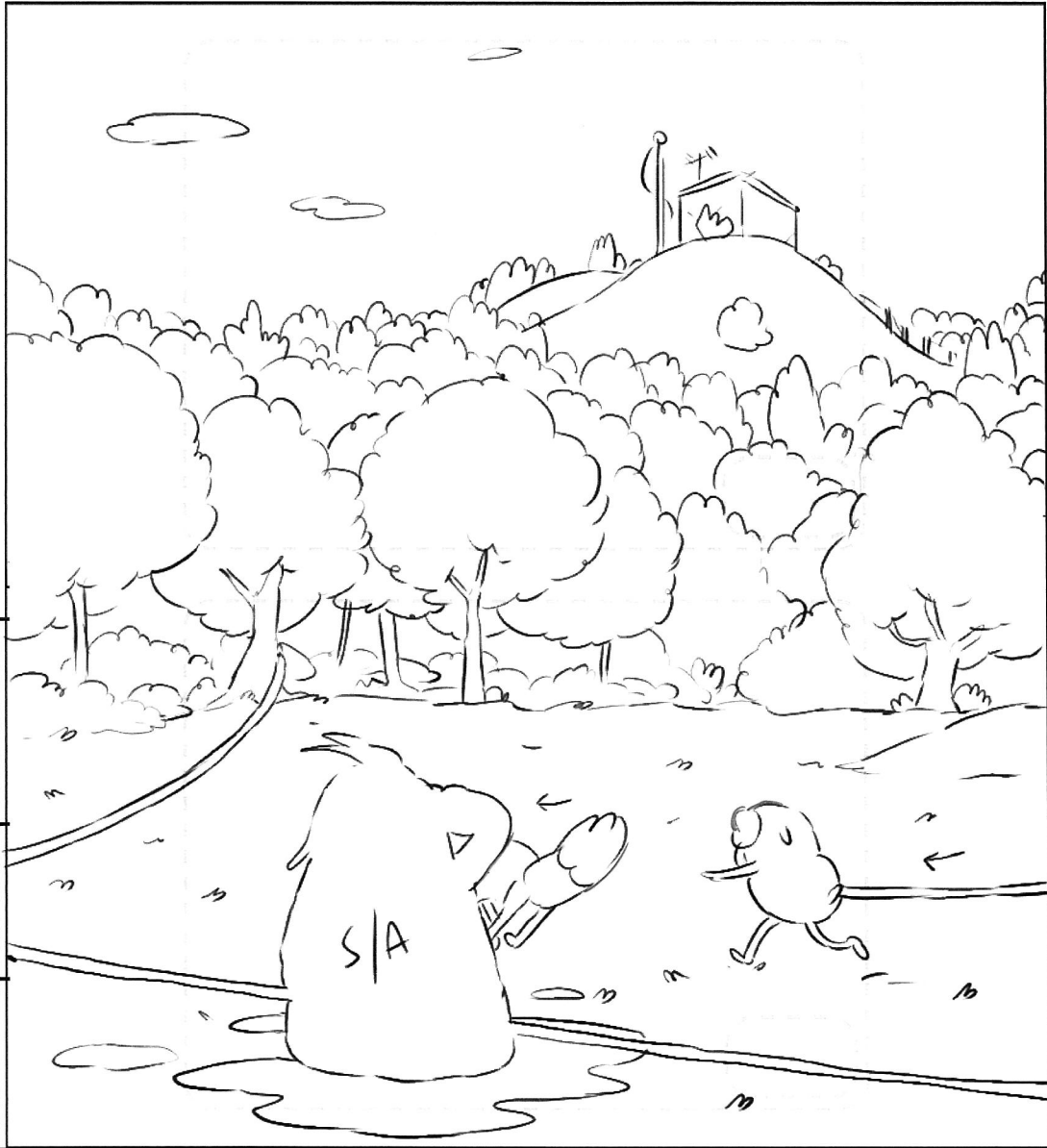


Sc. 101

Pnl. C

Bg.

day night



Sc. 101

Pnl. D

Bg.

day night



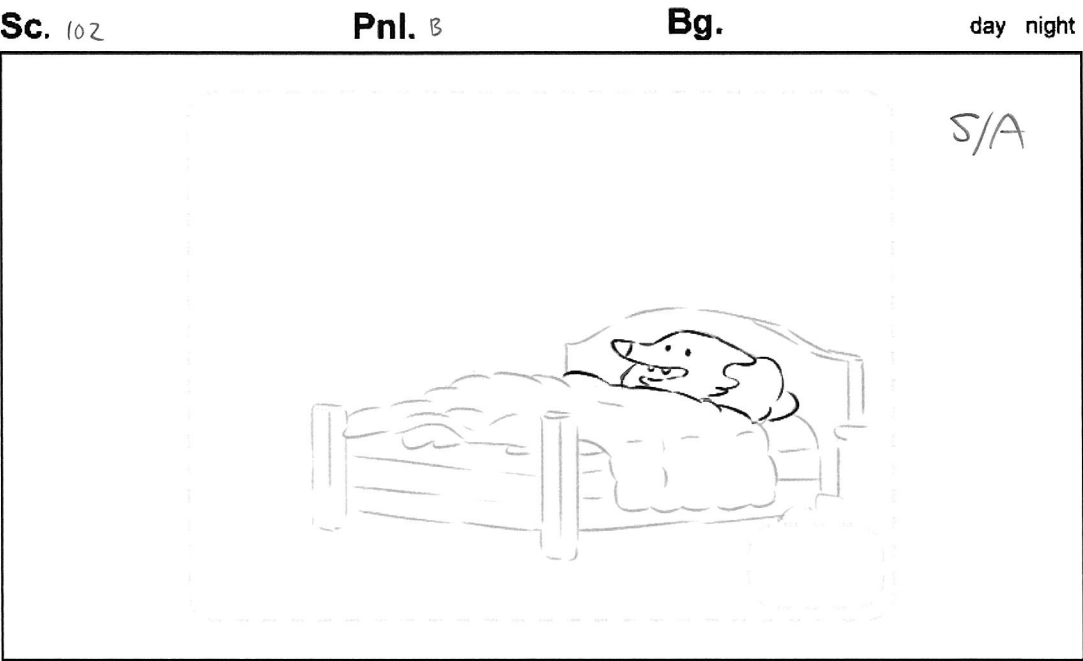
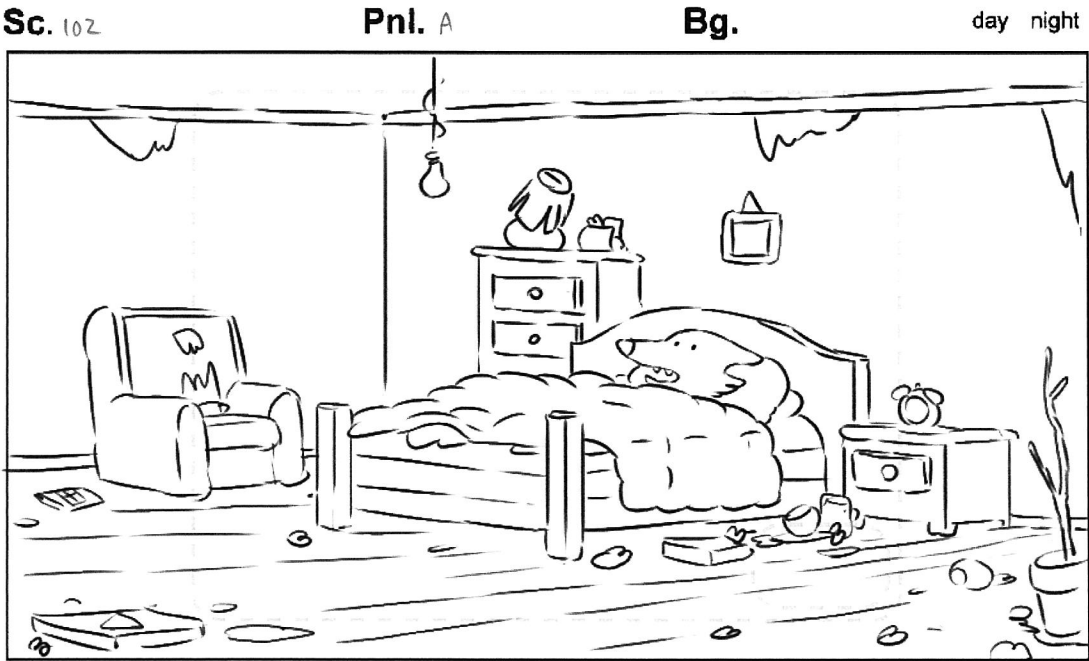
IK) TIME TO PAY A VISIT TO A
FOXY OLD FRIEND.

-PAN UP TO MR.
FOX'S HOUSE.

EPISODE # 1034-221

Production :

ADVENTURE TIME



Dialog:

M.F) JEEZ, OH MAN...

M.F) BOY. I CAN'T BELIEVE HOW SOFT AND WARM --

Action:

-MR. FOX TUCKED IN BED.

Timing:

ADVENTURE TIME



Sc. 102

Pnl. C

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog:	<u>M.F</u> (CONT'D) -- AND PERFECTLY MOLDED TO MY BODY THIS BED IS.	<u>M.F</u>) I THINK I'M JUST GONNA SEE HOW LONG I CAN STAY HERE WITHOUT GETTING UP.
Action:		
Timing:		

ADVENTURE TIME

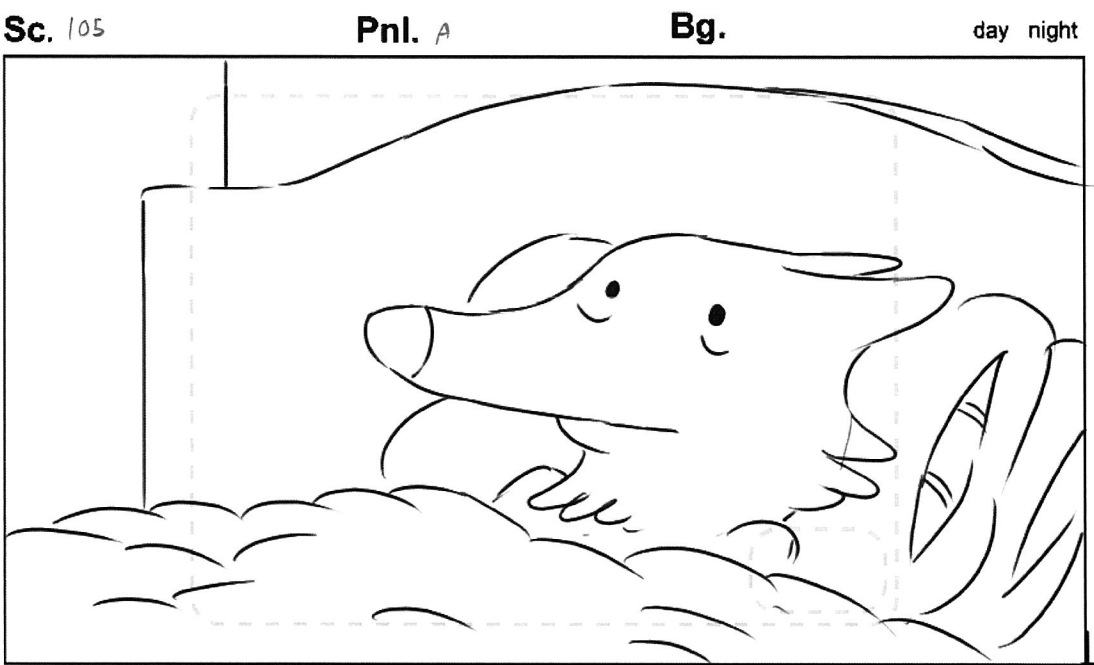
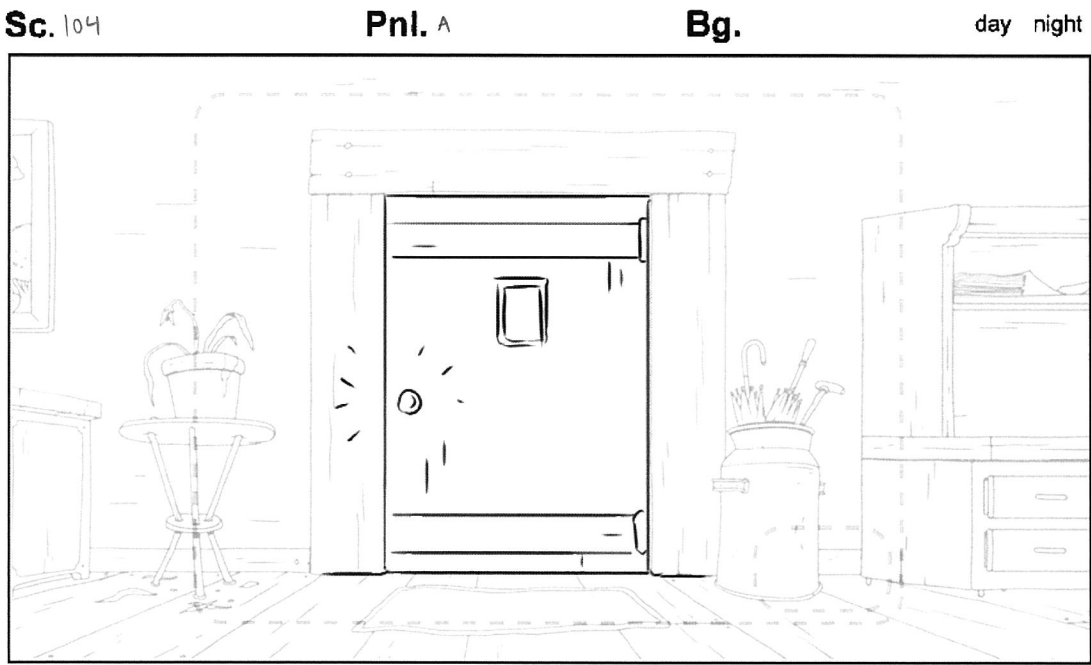


Sc. 103	Pnl. B	Bg.	day night	Sc. 103	Pnl. C	Bg.	day night

Dialog:
MF: (SALIVA CLICKS)
Action:
[MF CHEWS ON SALIVA FOR Δ] ← CYCLE x 2 → COUPLE OF CLICKS.
Timing:

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ADVENTURE TIME



Dialog:	I.K) (O/S) - ALRIGHT! SFX) [BANG!]	(SP)
Action:		
Timing:		

EPISODE # 1034-221
Production :

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ADVENTURE TIME

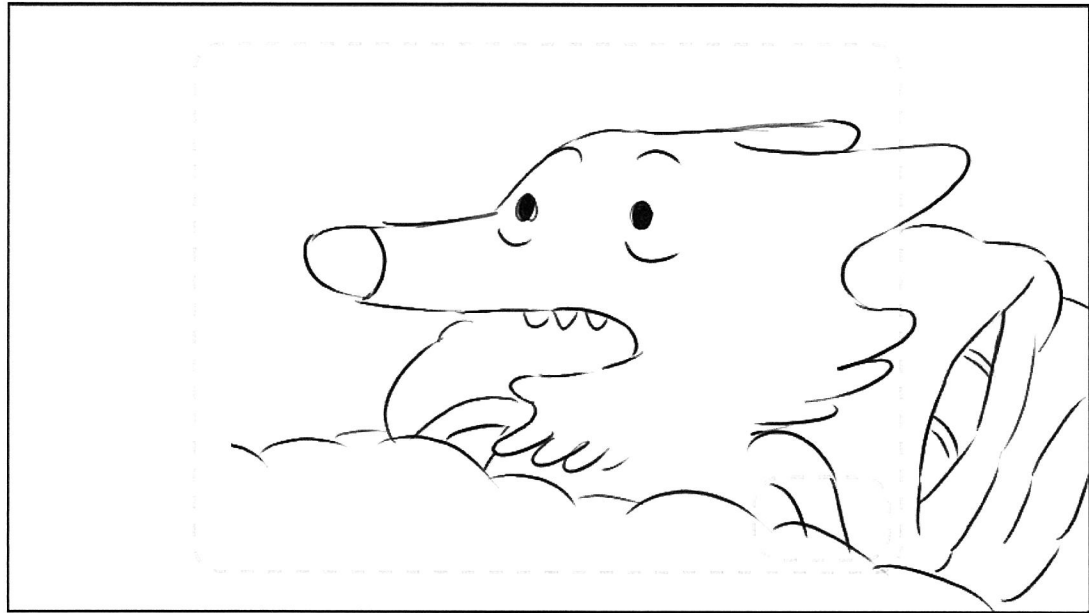


Sc. 105

Pnl. B

Bg.

day night

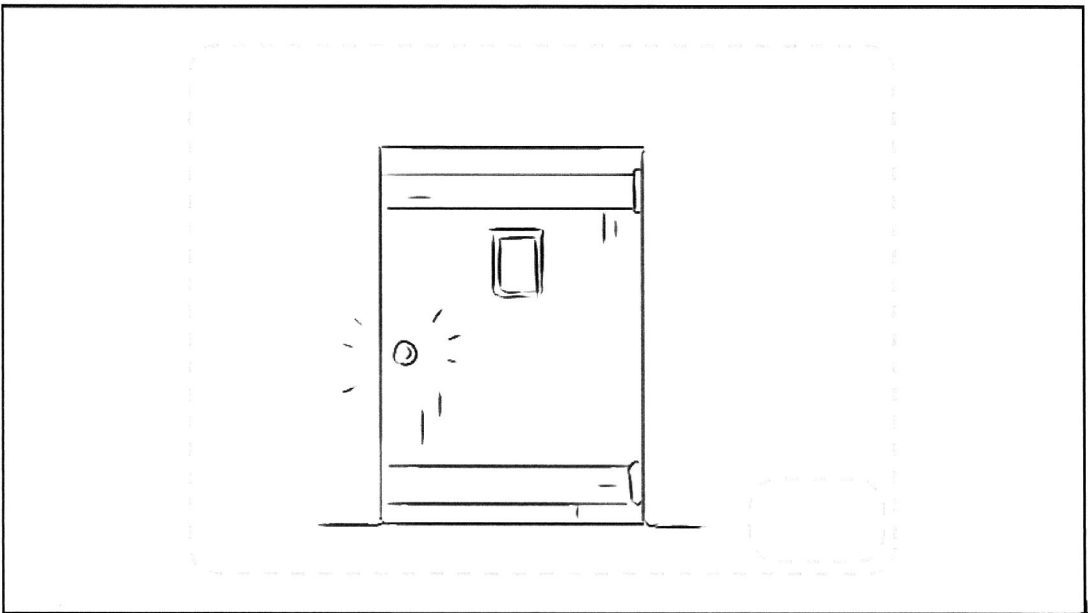


Sc. 106

Pnl. A

Bg.

day night



Dialog:

M.F) UAH, WHO'S THERE?

SFX) [BANG!]

Action:

- IK KICKS DOOR.

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME

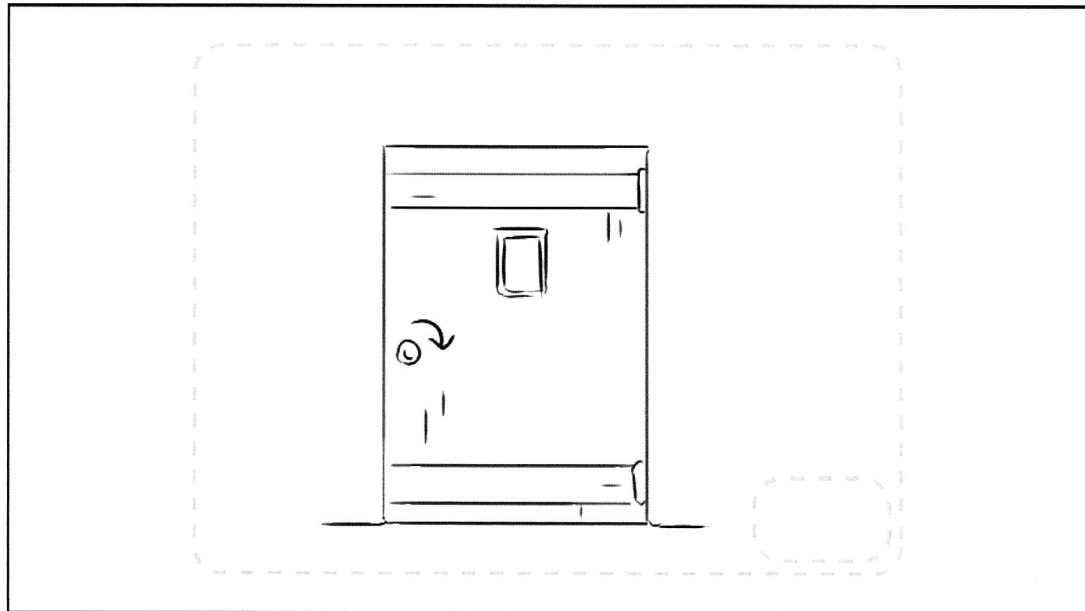


Sc. 106

Pnl. B

Bg.

day night



Sc. 106

Pnl. C

Bg.

day night



Dialog:

I.K) (O/S) [PANTING]
DANG, THING IS TO STRONG

Action:

- I.K TURNS DOORKNOB

I.K) ALRIGHT, UP, UP! OUTTA
BED, NOW!

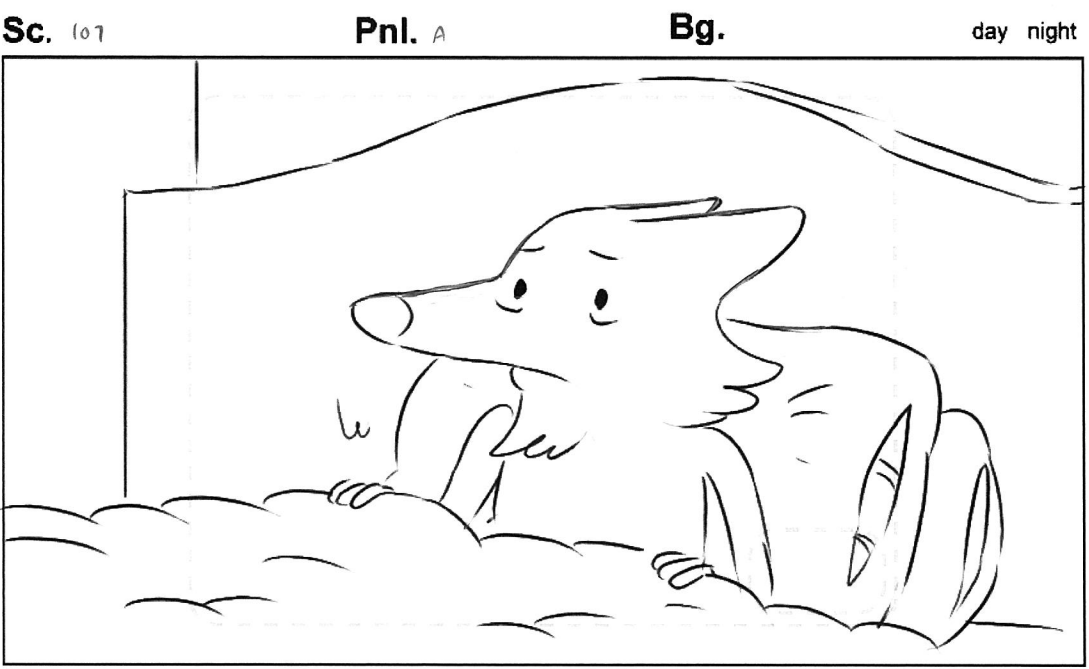
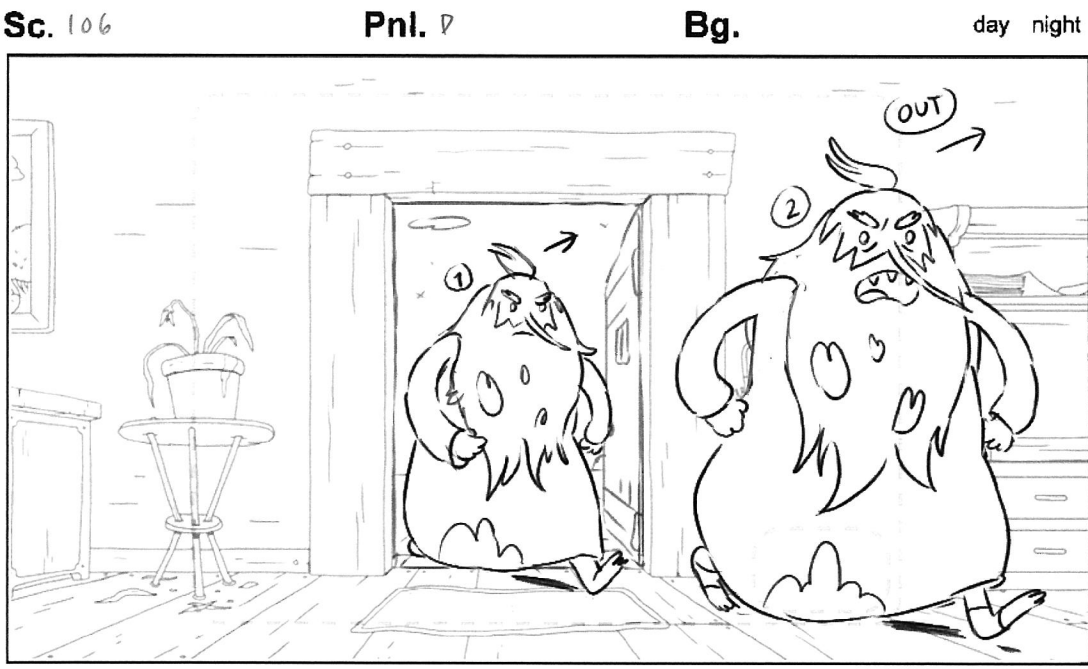
- I.K OPENS DOOR.

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Dialog:	<p><u>1.K</u>) YOU'RE COMING WITH ME MR. FOX!</p> <p>(SP)</p>
Action:	<p>- 1.K MARCHES FORWARD OFF/S</p>
Timing:	

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 107

Pnl. B

Bg.

day night



Sc. 108

Pnl. A

Bg.

day night



Dialog:

MF) ICE KING? , WHAT ARE YOU
DOING HERE ?

Action:

SP

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 108

Pnl. B

Bg.

day night



Sc. 108

Pnl. C

Bg.

day night



Dialog:

I.K) YOU GUYS TOOK ONE OF
MINE, NOW I'M TAKING ONE OF
YOURS.

I.K) TIP FOR TAP !

Action:

- I.K STORMS AN/S.

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Page 176

Sc. 108

Pnl. D

Bg.

day night



Dialog:

MF: UH!

Action:

↑ (H/U POSE)

- M. FOX WRESTS HIS ARM FREE.

Timing:

Sc. 108

Pnl. E

Bg.

day night

(ADJ.)



MF/ JEEZ LOUISE!

- M. FOX SLIDES AWAY
- ADJ. W/ ACTION!

Production :

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ADVENTURE TIME



Sc. 109 Pnl. A Bg. day night

Sc. 110 Pnl. A Bg. day night

Dialog:	M.F) CAN'T YOU SEE I'M ALL TUCKED IN?
Action:	(SP)
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME

Page 128

Sc. (10

Pnt. B

Bg.

day night



Sc. 110

Pnl. c

Bg.

day night



Dialog:

1.K) OH, YOU DON'T WANT TO GET OUT OF BED HUH?

1.K) I BET IT'S PRETTY
NICE AND COZY IN THERE.

Action:**Timing:**

1034-221

EPISODE #

Production :

ADVENTURE TIME



Page 179

Sc. 110	Pnl. D	Bg.	day night	Sc. 110	Pnl. E	Bg.	day night	day night

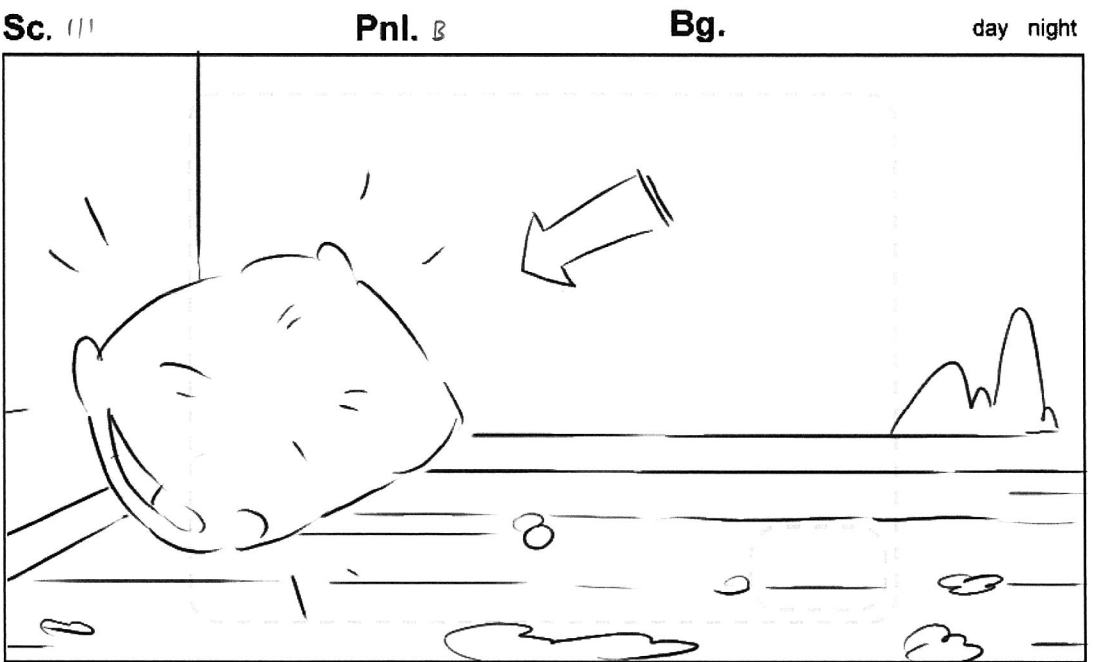
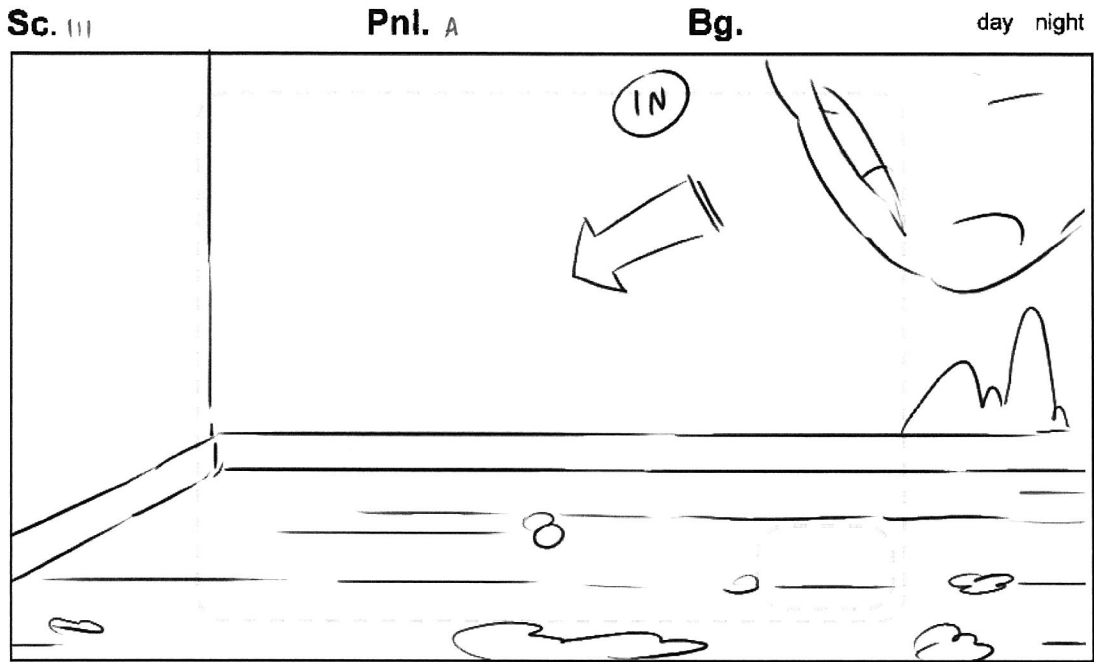
Dialog: <u>IK</u> WELL, LET'S SEE HOW NICE AND COZY IT IS --		<u>IK</u> (CONT'D) -- WITH ONLY ONE PILLOW !!
Action:		<u>IK</u> YANKS AWAY PILLOW
Timing:		

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ADVENTURE TIME



Dialog:

SFX: * THPP! *

Action:

-PILLOW FALLS INTO CORNER.

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 112

Pnl. A

Bg.

day night

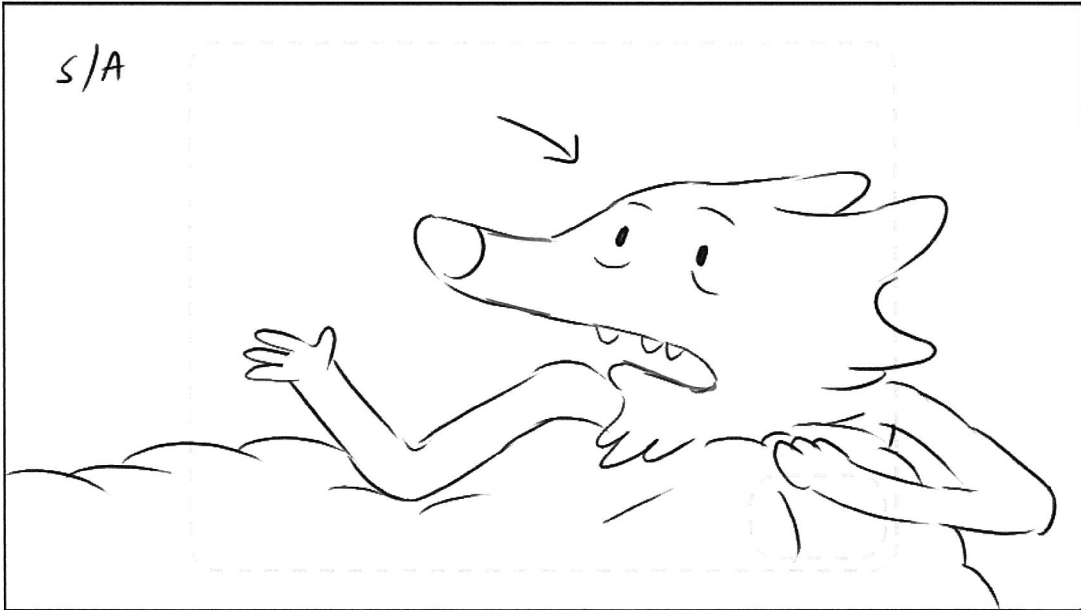


Sc. 112

Pnl. B

Bg.

day night



Dialog:	M.F) (A) NOT THE PILLOWWW — (B) AAH MAN. (CONNECTED)	M.F) OKAY LOOK, I HAD NOTHING TO DO WITH IT OKAY?
Action:	(B)	
Timing:		

EPISODE # 1034-221
Production :

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ADVENTURE TIME

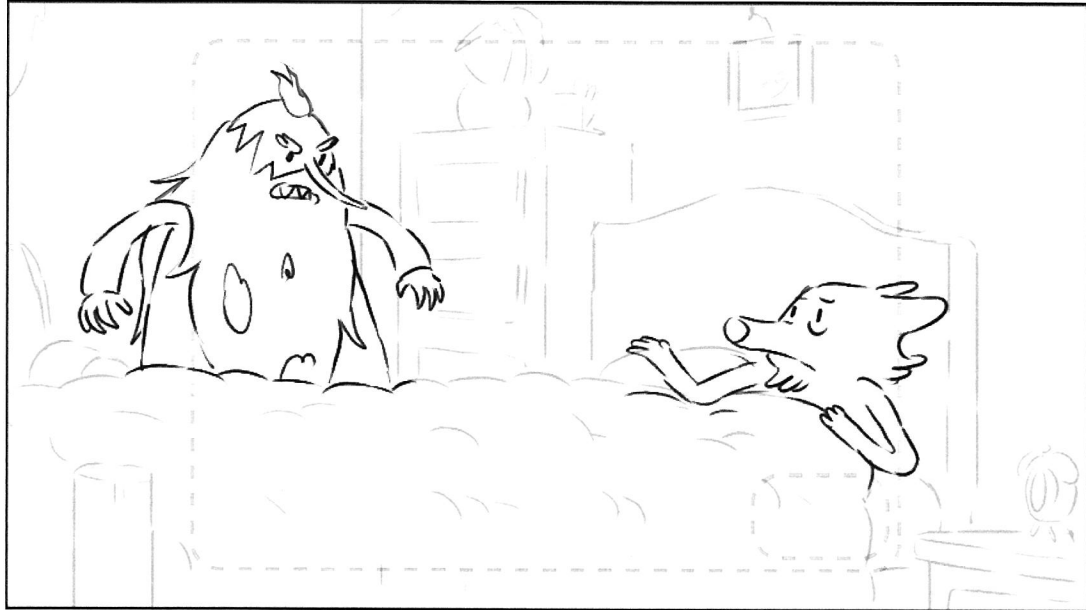


Sc. 113

Pnl. A

Bg.

day night

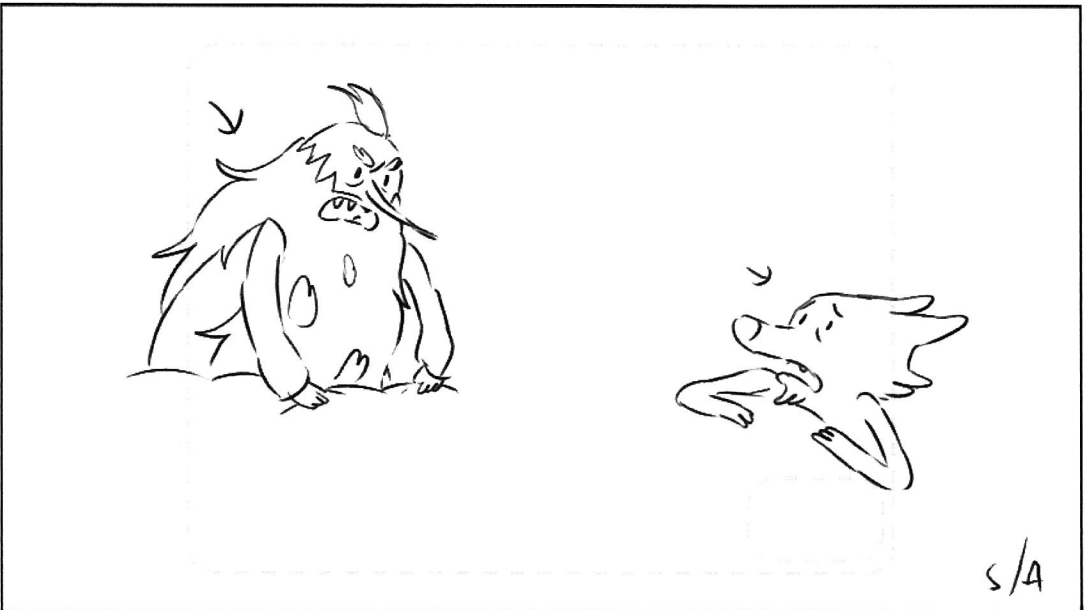


Sc. 113

Pnl. B

Bg.

day night



S/A

Dialog:

SP

I.K) WHAT DO YOU KNOW ?

Action:

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME

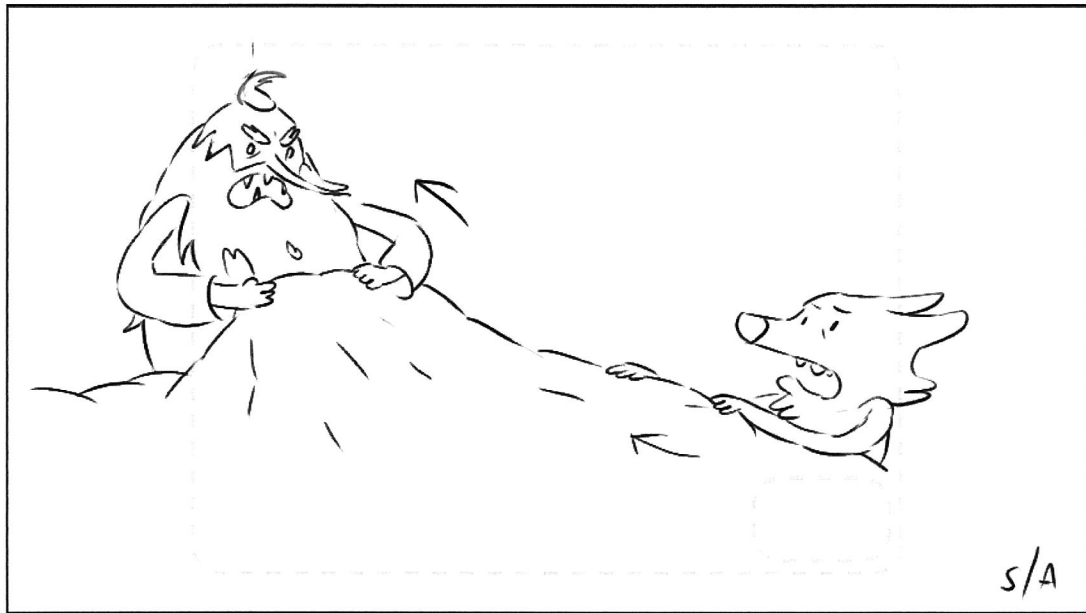


Sc. 113

Pnl. c

Bg.

day night



Sc. 114

Pnl. A

Bg.

day night




Dialog:	I.K) WHERE'S MY GUNTER ?!	M.F) EASY ON THE SHEETS MAN, COME ON ... <u>LOOK</u> ...
Action:	[I.K LIFTS UP BLANKET]	
Timing:		

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ADVENTURE TIME




Sc. 114 Pnl. B Bg. day night



S/A

Sc. 114 Pnl. C Bg. day night



S/A

<p>Dialog:</p> <p>M.F) ALL I KNOW IS SOMEBODY WAS ROUNDING UP FOXES FOR SOME KIND OF JOB.</p>		<p>M.F) BUT I WANTED NO PART OF IT, HONEST.</p>	
<p>Action:</p>			
<p>Timing:</p>			

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 115

Pnl. A

Bg.

day night



Sc. 115

Pnl. B

Bg.

day night



Dialog:

I.K) GIVE ME A NAME
OR ELSE

Action:

I.K) I'M GONNA TAKE THIS
WARM, SNUGGLY BLANKET
OF YOURS...

Timing:

[CYCLE
A,B,A,B] →



EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 115

Pnl. c

Bg.

day night

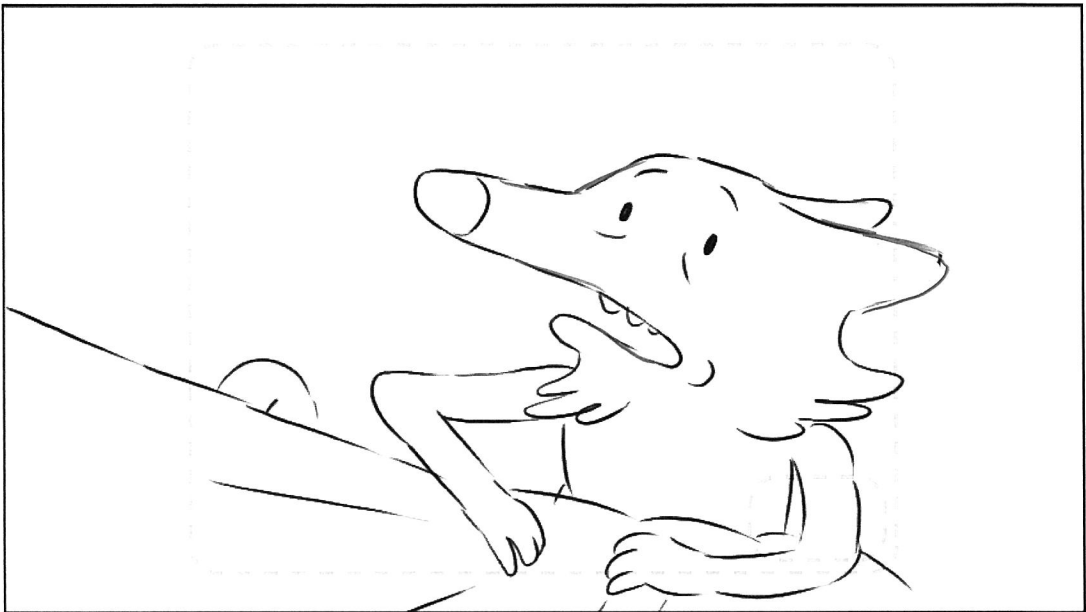


Sc. 116

Pnl. A

Bg.

day night



Dialog:	(L.K) AND RIP IT RIGHT OFF OF YOUR /
Action:	(SP)
Timing:	

ADVENTURE TIME

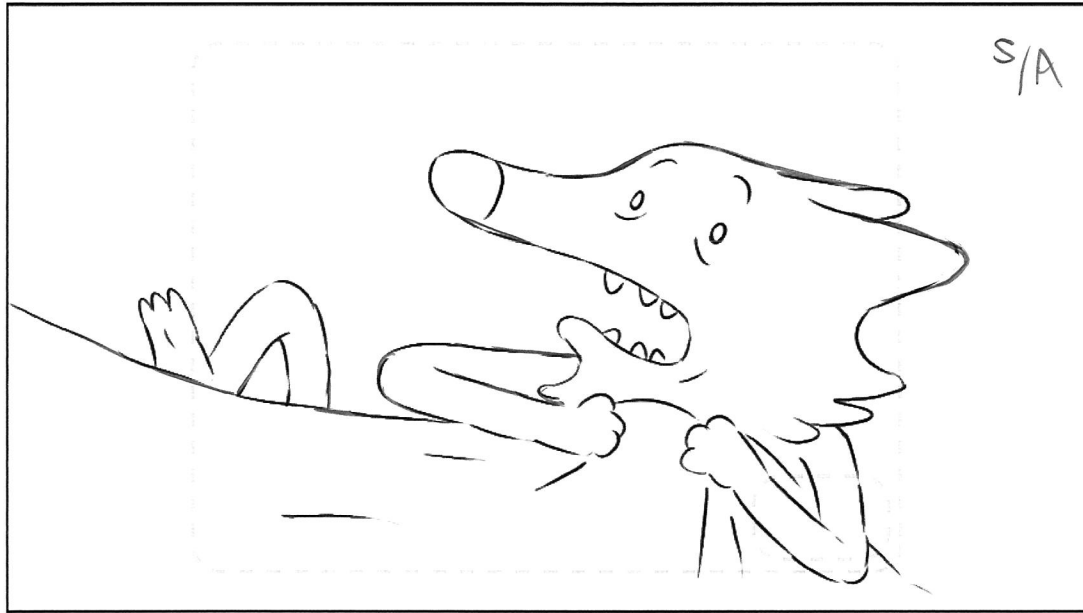


Sc. 116

Pnl. B

Bg.

day night



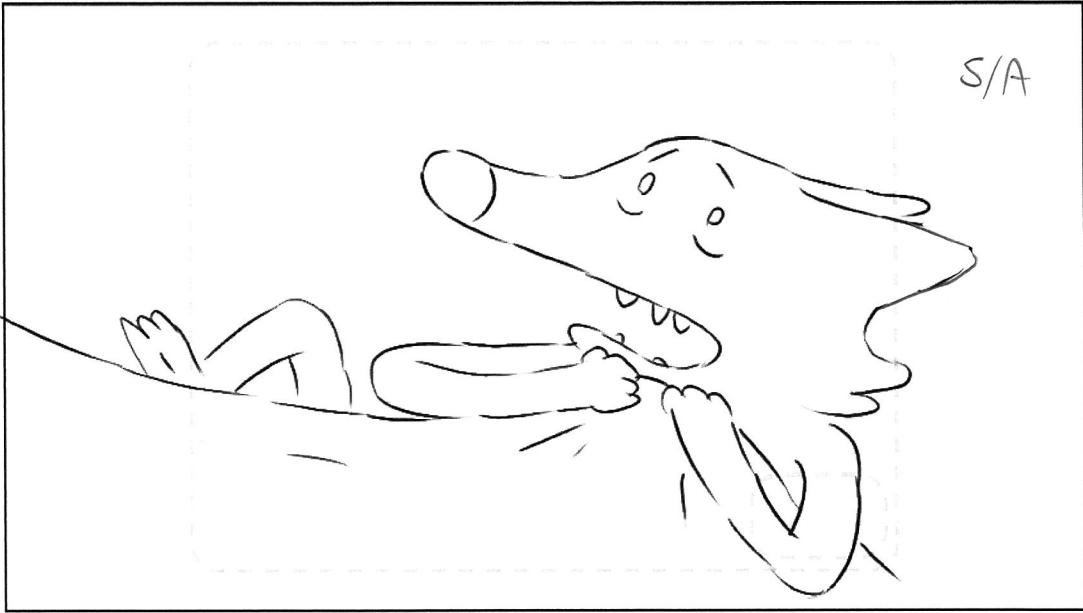
S/A

Sc. 116

Pnl. C

Bg.

day night

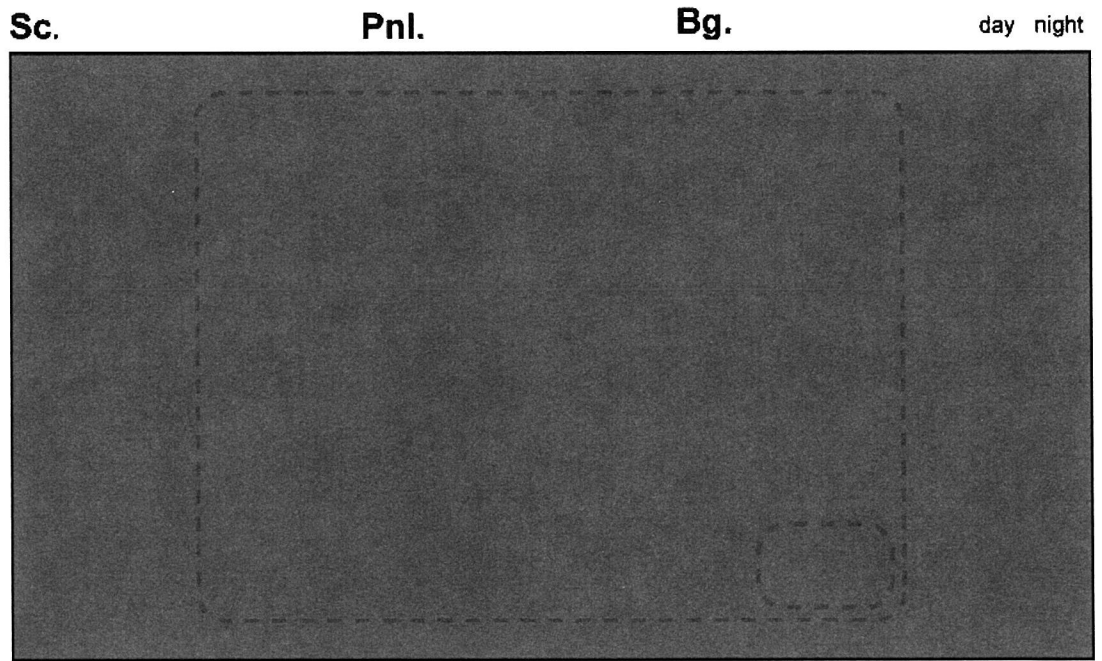
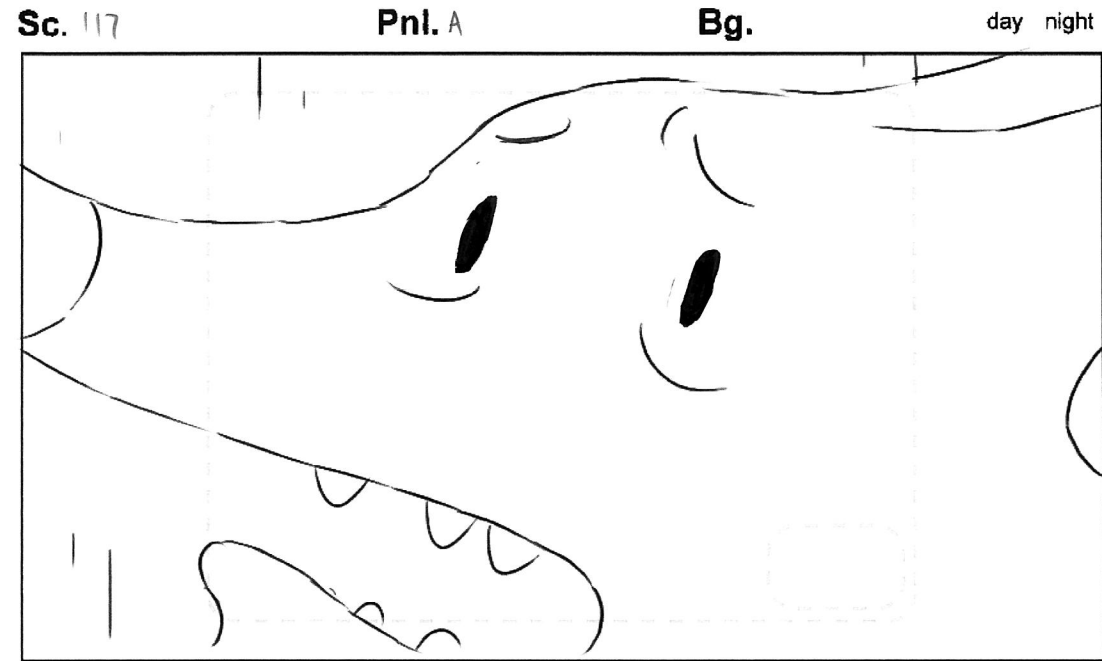


S/A

Dialog:	M.F) LOOK I NEVER SAW NO FACE OKAY?	M.F) ALL I SAW WAS A TIN CAN ON A STRING!
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	M.F. JUST YOUR RUN OF THE MILL, GARDEN VARIETY TIN CAN ON A STRING!
Action:	[CUT TO BLACK]
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME

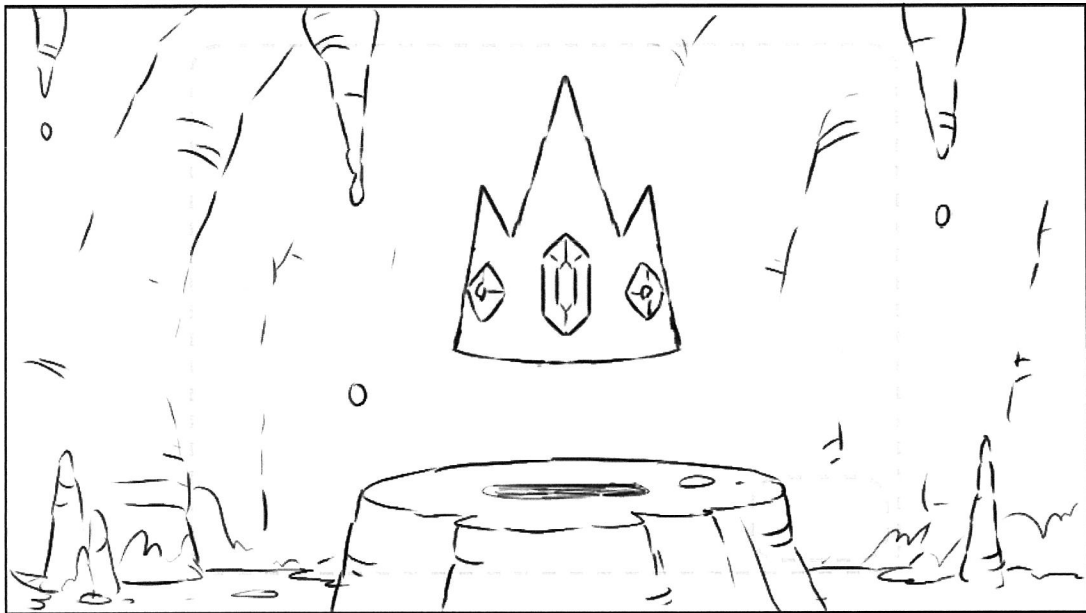


Sc. 118

Pnl. A

Bg.

day night

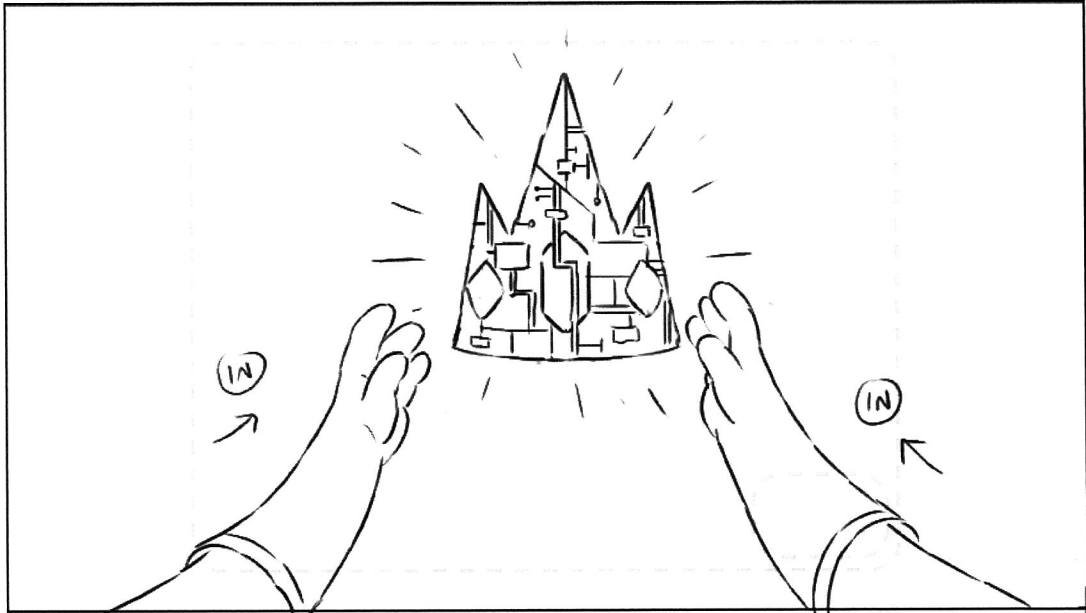


Sc. 118

Pnl. B

Bg.

day night



Dialog:

SFX) (WET CAVE)

SFX) (CIRCUITRY APPEARS)

Action:

[FADE IN]

-TWO GLOVED HANDS REACH ONLS.

Timing:

ADVENTURE TIME



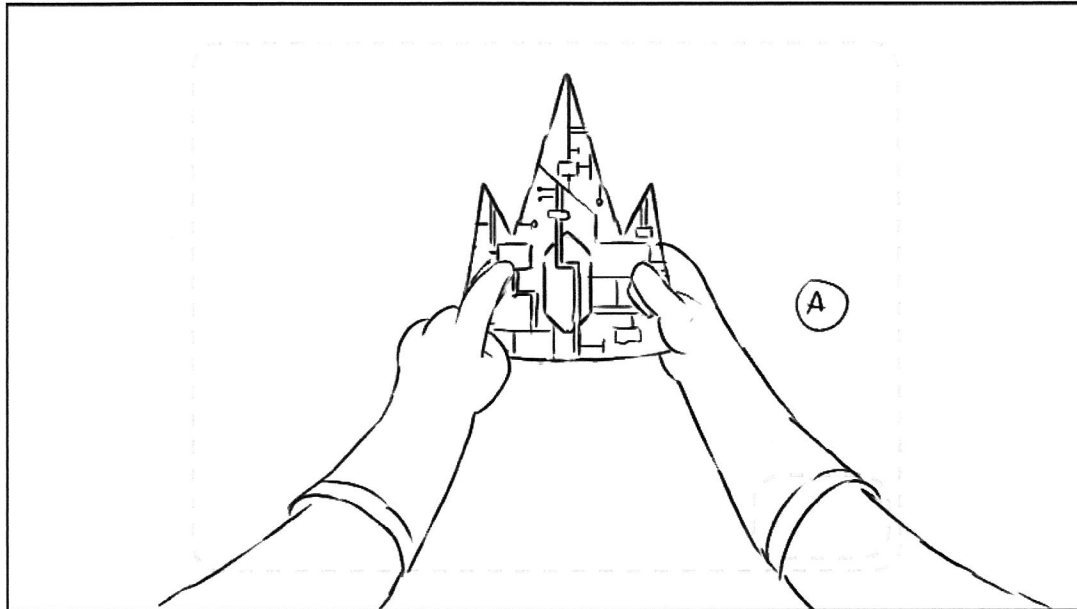
Page 190

Sc. 118

Pnl. c

Bg.

day night

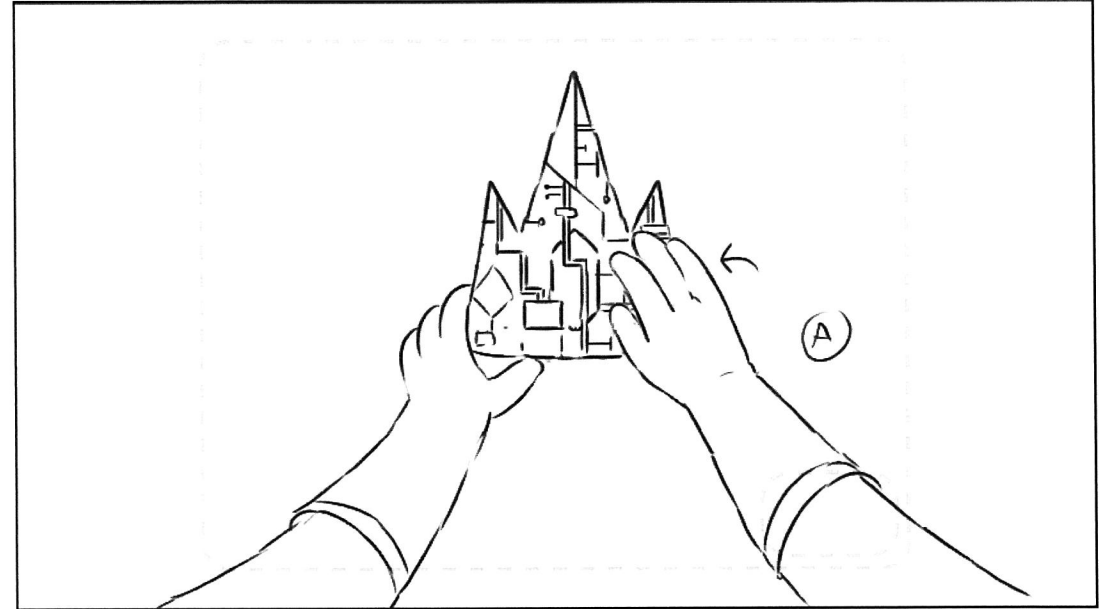


Sc. 118

Pnl. D

Bg.

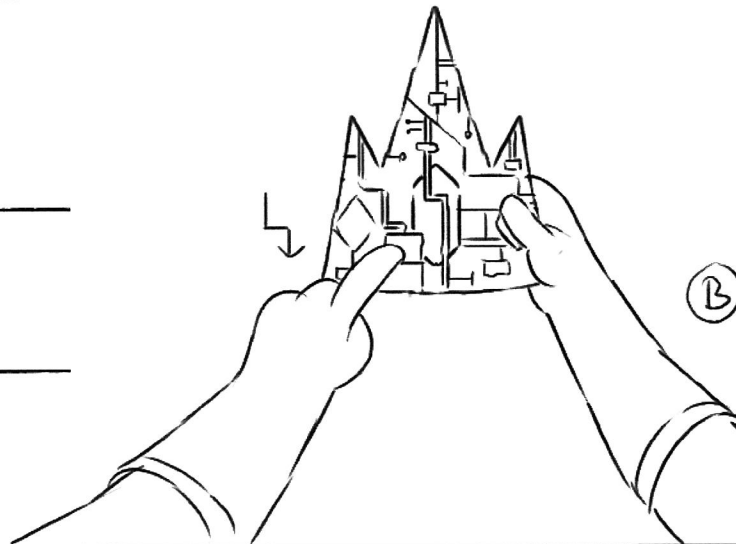
day night



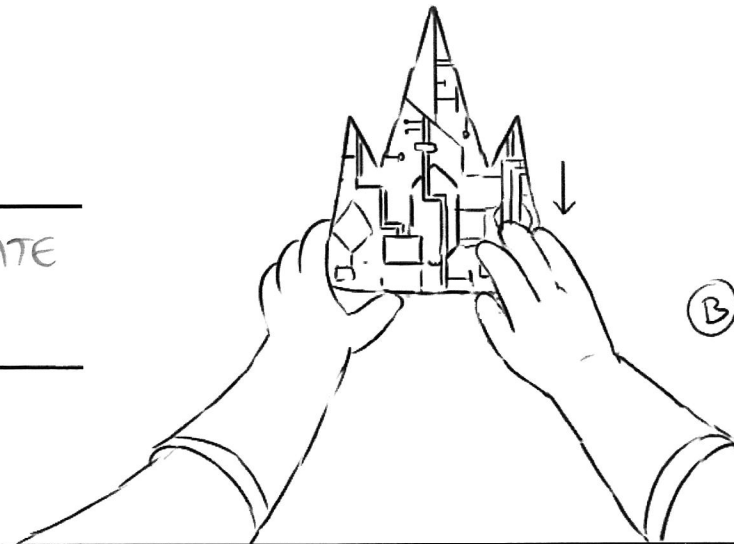
Dialog:

Action:

Timing:



- HANDS ACTIVATE
CIRCUITRY.



EPISODE # 1034-221

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ADVENTURE TIME



Sc. 118	Pnl. E	Bg.	day night	day night
Dialog:		PAN →		
		G) WENK!		
Action:		- SHADOW OF GUNTER IN CAGE.		
Timing:				

ADVENTURE TIME



Page 192

Sc.	Pnl.	Bg.	day	night

Sc. 119	Pnl. A	Bg.	day	night

Dialog:
Action:
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Page 193

Sc. 119

Pnl. B

Bg.

day night

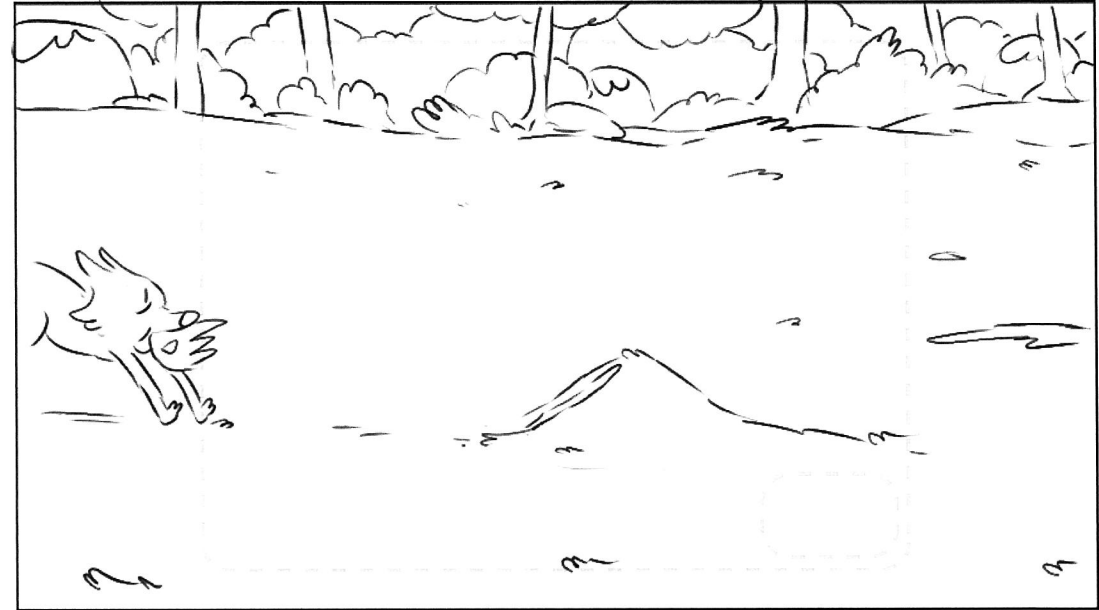


Sc. 120

Pnl. A

Bg.

day night



Dialog:

F) OH NO YOU DON'T!

Action:

SP

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



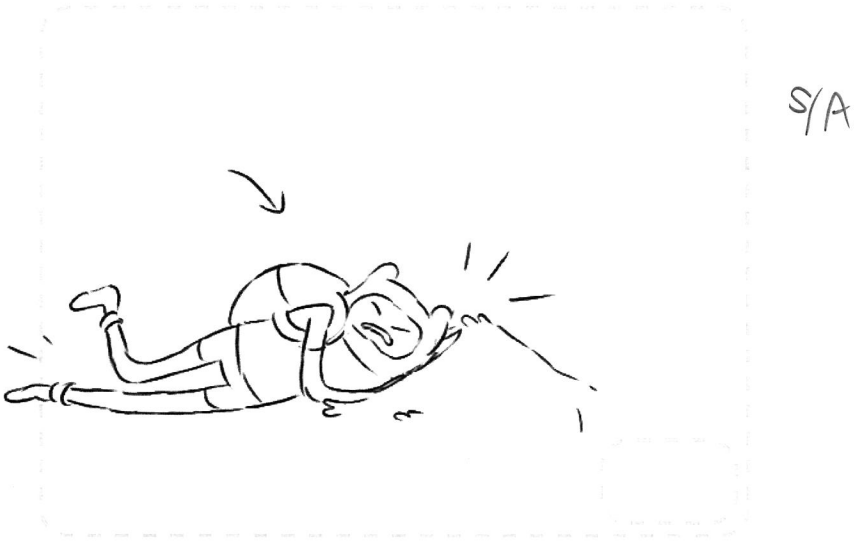

Sc. 120	Pnl. B	Bg.	day night	Sc. 120	Pnl. C	Bg.	day night


Dialog:
Action: -FOX DIVES DOWN HOLE
Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 120	Pnl. D	Bg.	day night	Sc. 120	Pnl. E	Bg.	day night
							

Dialog:	F) UGH !! SFX) [THUD]	F) HAHA! SFX) (B) [CRUMPLE]
Action:		(B) [CROWN CRUMPLES] (B) 
Timing:		

ADVENTURE TIME



Sc. 120

Pnl. F

Bg.

day night

Sc. 120

Pnl. G

Bg.

day night

Dialog:	F) WOOPS.
Action:	-JAKE & LIL' JAKES WALK ON/S.
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME

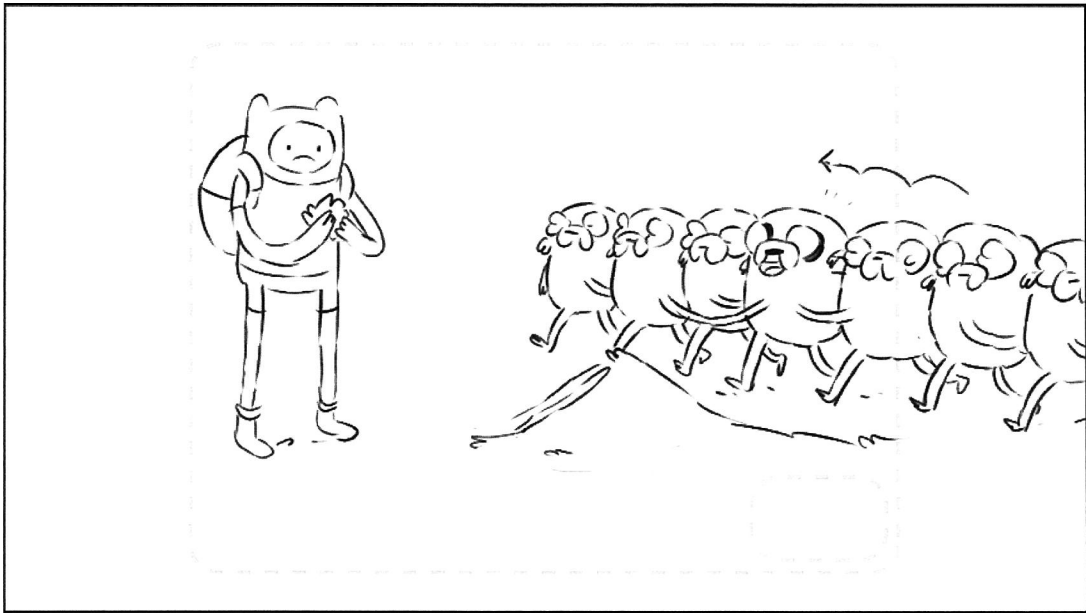


Sc. 120

Pnl. 4

Bg.

day night

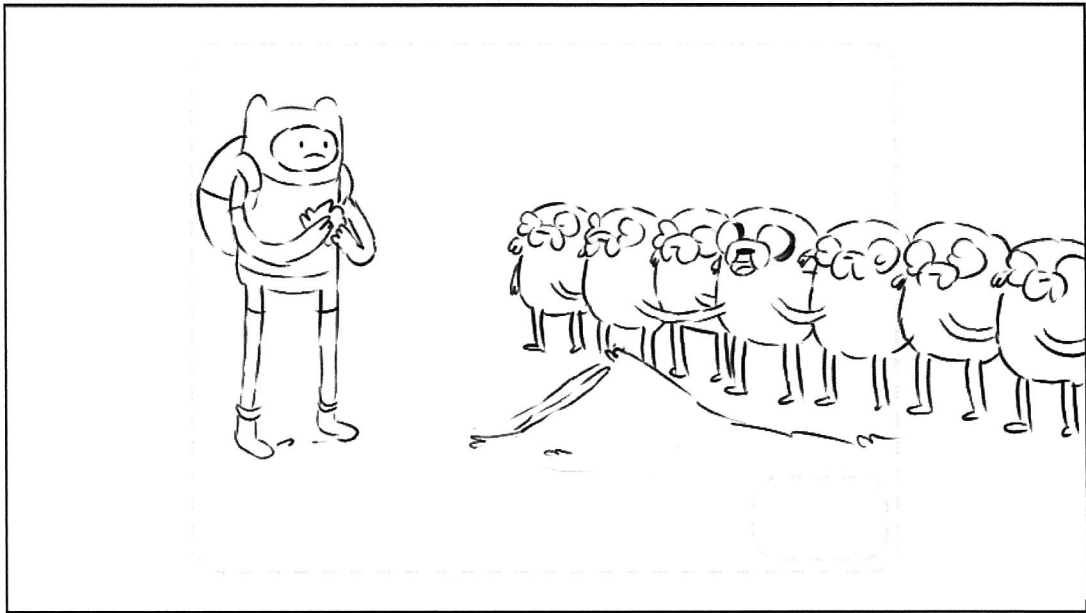


Sc. 120

Pnl. 1

Bg.

day night



Dialog:

→ FOILED AGAIN HUH?

→ GET IT?

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 121	Pnl. A	Bg.	day night	Sc. 122	Pnl. A	Bg.	day night

Dialog:	J) HUUU; FOILED? (ALT) ; FOIL/ (INTERRUPTED	F) HOW LONG DO YOU THINK YOU'RE GONNA STAY LIKE THAT?
Action:		
Timing:		

EPISODE # 1034-221

Production :

ADVENTURE TIME

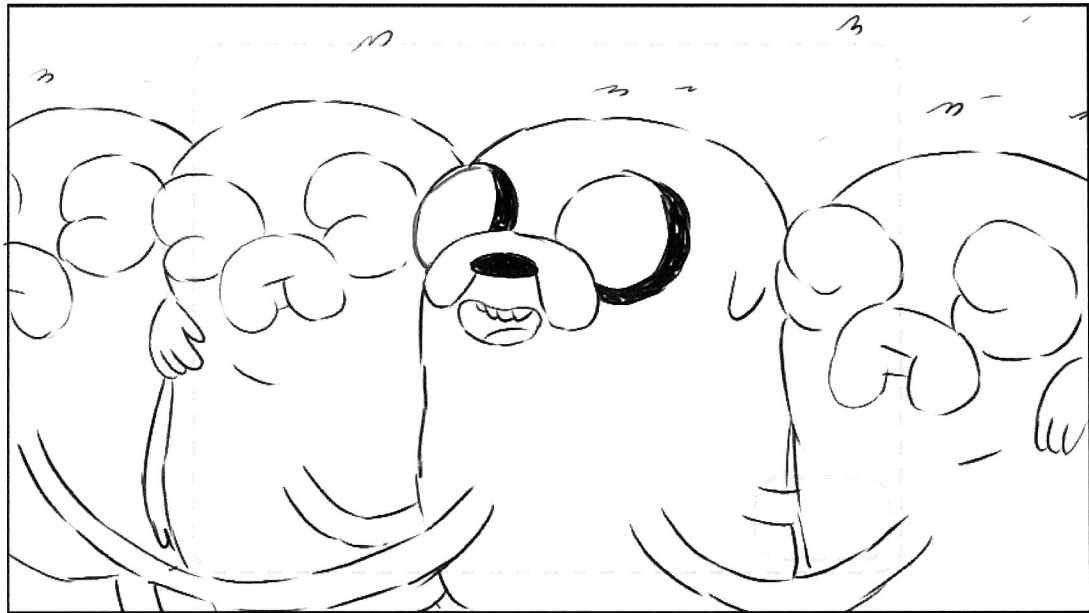


Sc. 123

Pnl. A

Bg.

day night

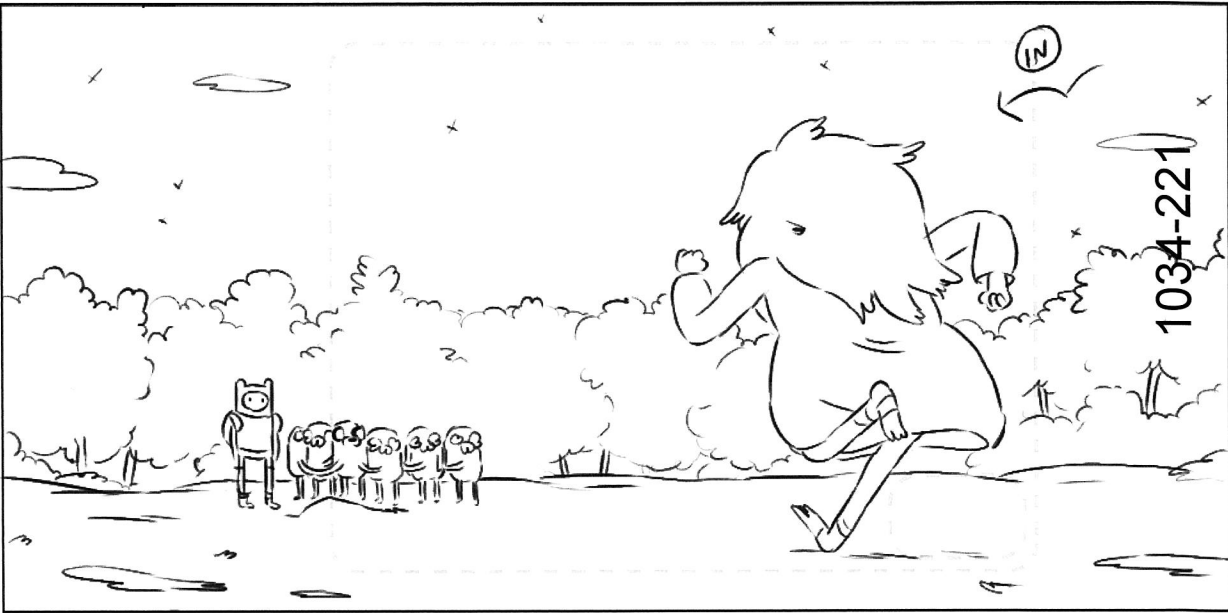


Sc. 124

Pnl. A

Bg.

day night



Dialog:	J, I DON'T KNOW, IT'S PRETTY NICE BACK SUPPORT.	← (ADJ.) →
Action:	- I.K RUNS ON/S.	
Timing:		

Production :

ADVENTURE TIME

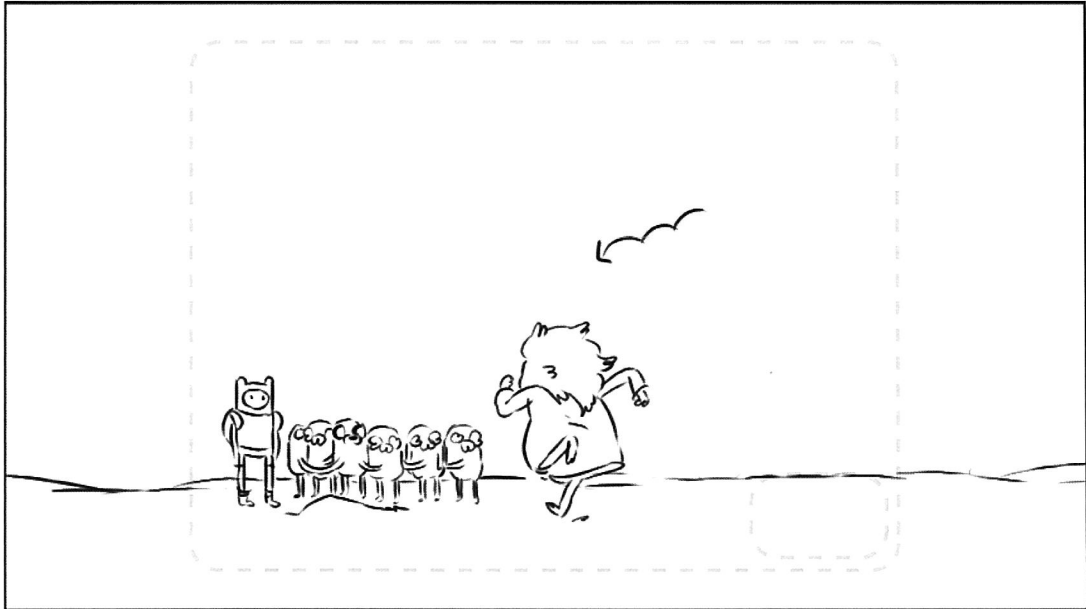


Sc. 124

Pnl. B

Bg.

day night

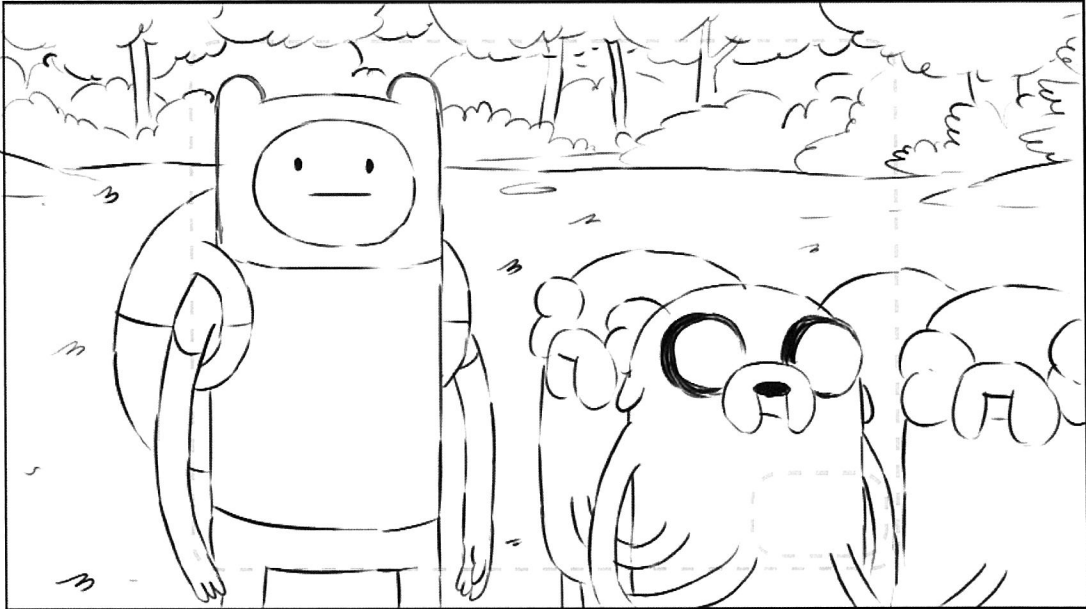


Sc. 125

Pnl. A

Bg.

day night



Dialog:	1.K) -- I JUST GOT VALUABLE INTEL.	(SP)
Action:	1K RUNS UP TO F&J.	
Timing:		

ADVENTURE TIME

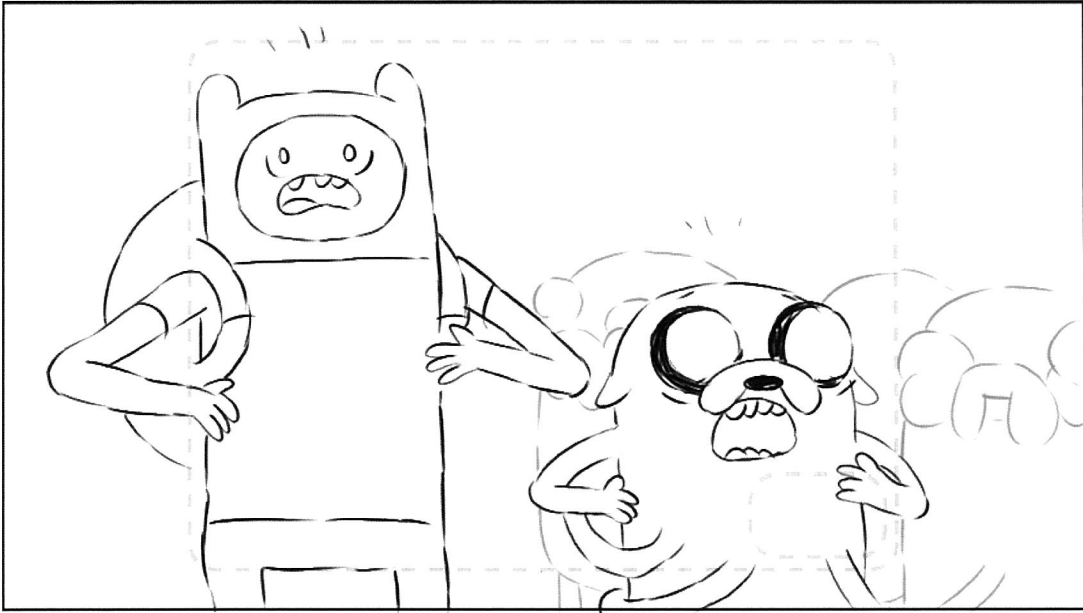


Sc. 125

Pnl. B

Bg.

day night

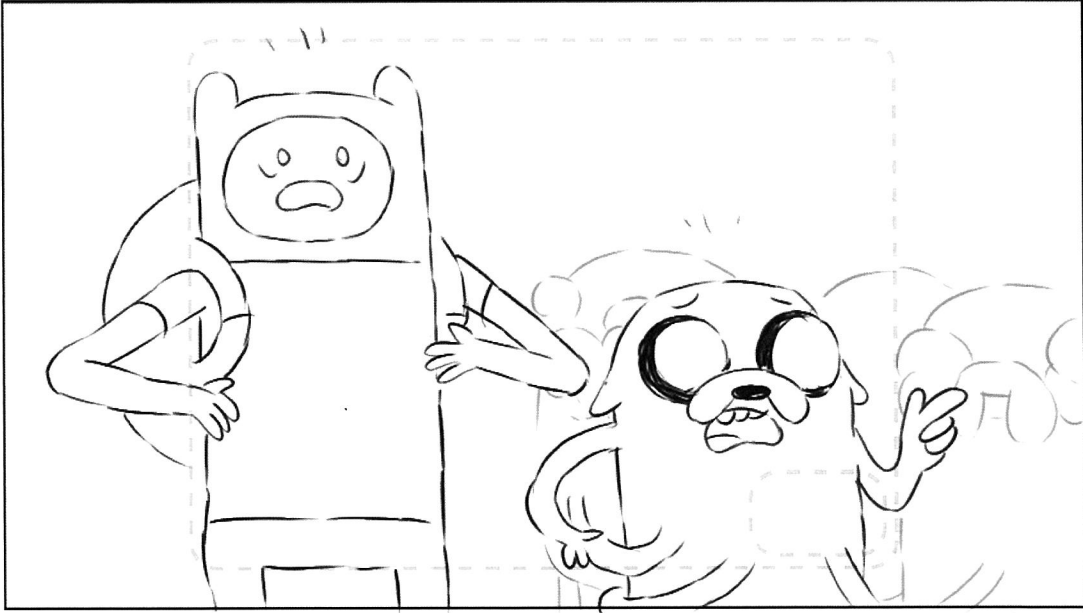


Sc. 125

Pnl. C

Bg.

day night



Dialog:

F&J) AGH !!

J) WHAT HAPPENED TO YOUR
FACE MAN ?!

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 126

Pnl. A

Bg.

day night



Sc. 126

Pnl. B

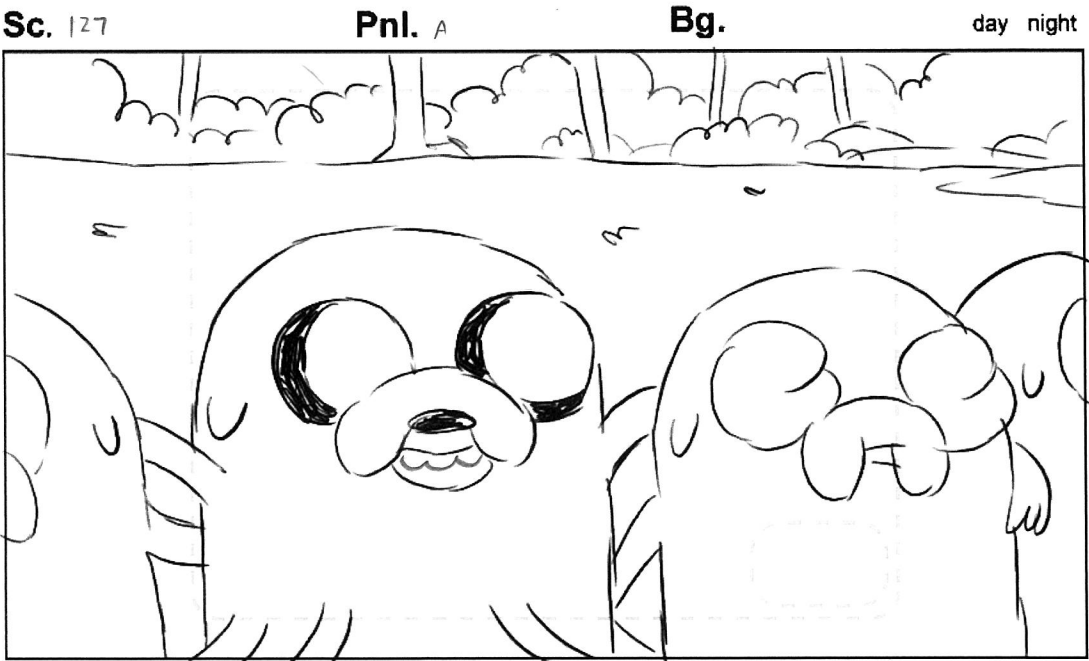
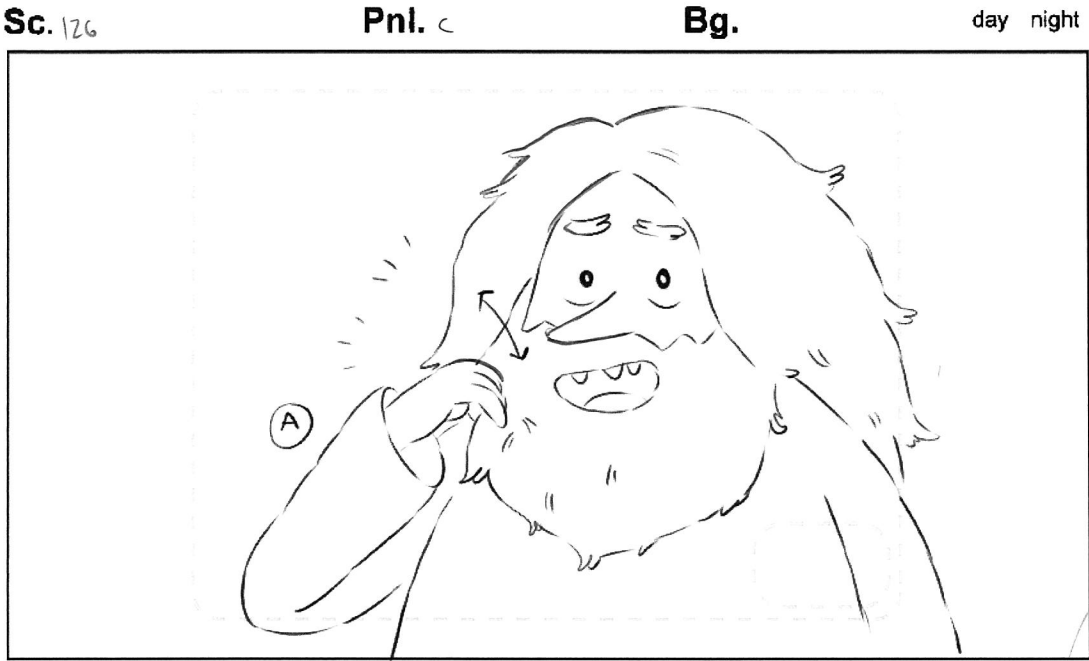
Bg.


day night



Dialog:	I.K) WHAT?	I.K) OH YOU MEAN... THIS?
Action:	- I.K'S HAIR & NOSE HAVE RETRACTED.	[TOUCHES HIS NOSE]
Timing:		

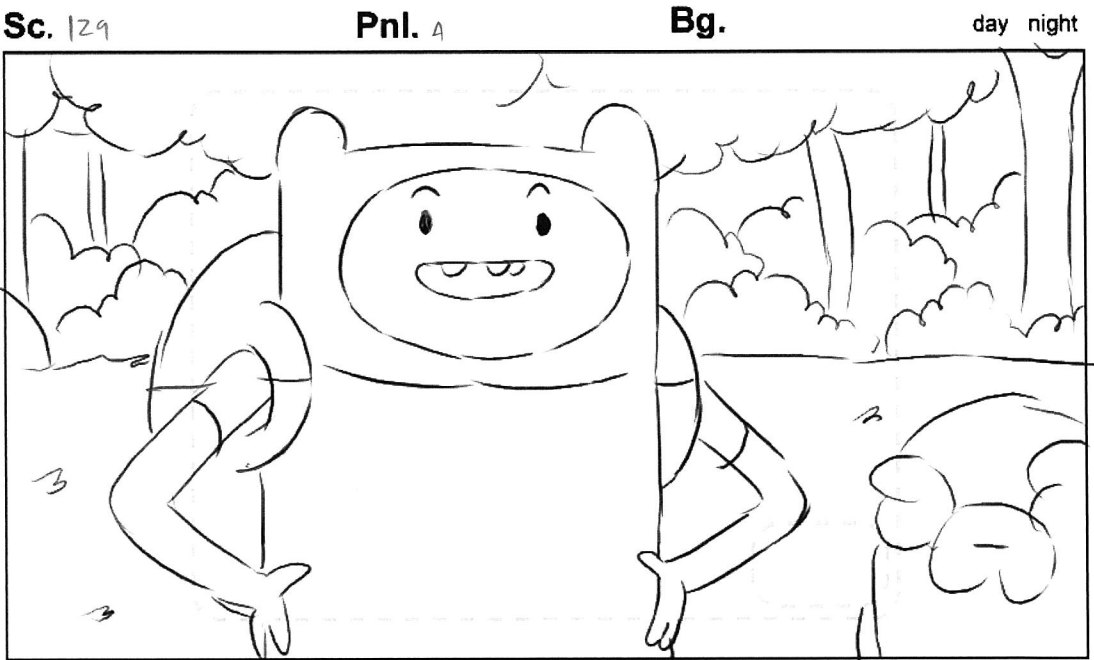
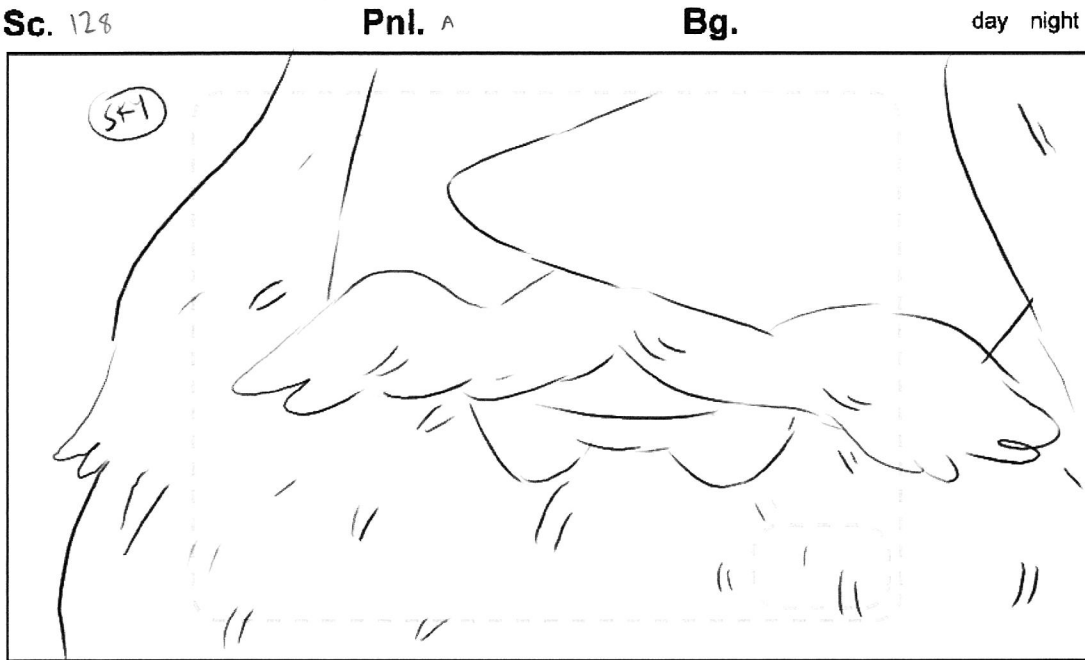
ADVENTURE TIME



Dialog:	1.) THAT'S JUST SOMETHING THAT HAPPENS WHEN I'M LIKE <u>MILES</u> AND <u>MILES</u> AWAY FROM THE CROWN OR SOMETHING	2.) HUH, YOU ACTUALLY LOOK KINDA <u>GOOD</u> LIKE THAT.
Action:	 (SCRATCHES HIS DEARD)	
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:	3) (O/S) NICE, FULL BEARD. LITTLE BUTTON NOSE.	F) YEAH MAN, YOU LOOK <u>TIGHT!</u> <u>ALT</u> <u>FRESH!</u>
Action:		
Timing:		

ADVENTURE TIME



Sc. 130

Pnl. A

Bg.

day night



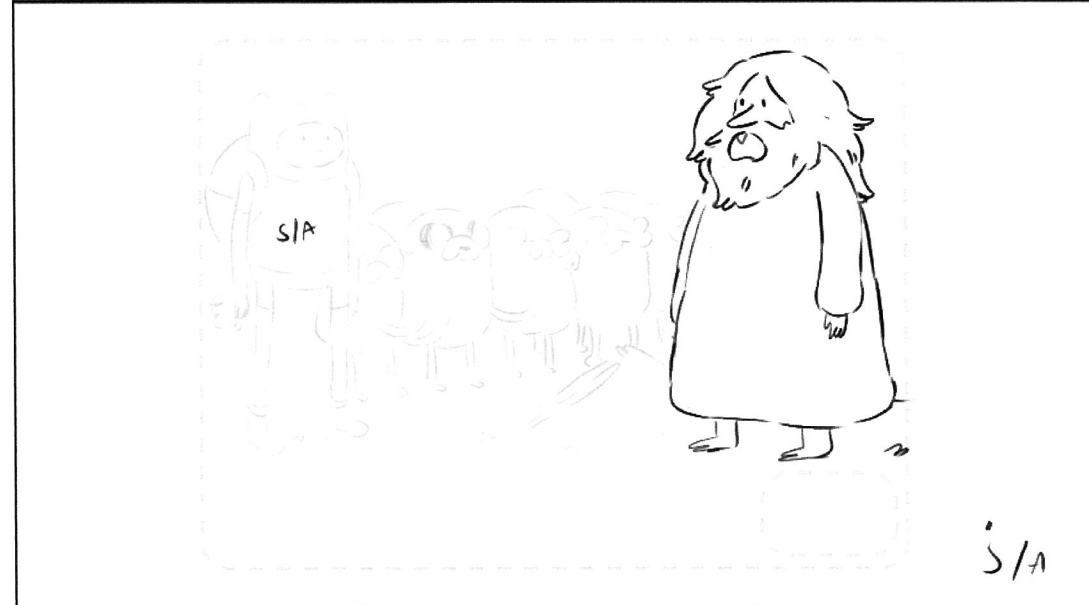
S/A

Sc. 130


Pnl. B

Bg.

day night



S/A

Dialog:	I.K) OH ... THANKS DUDES.	I.K) SO I FOUND OUT THAT OUR PERP HAS BEEN USING SOME KIND OF TIN CAN.
Action:	 (SP)	
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME

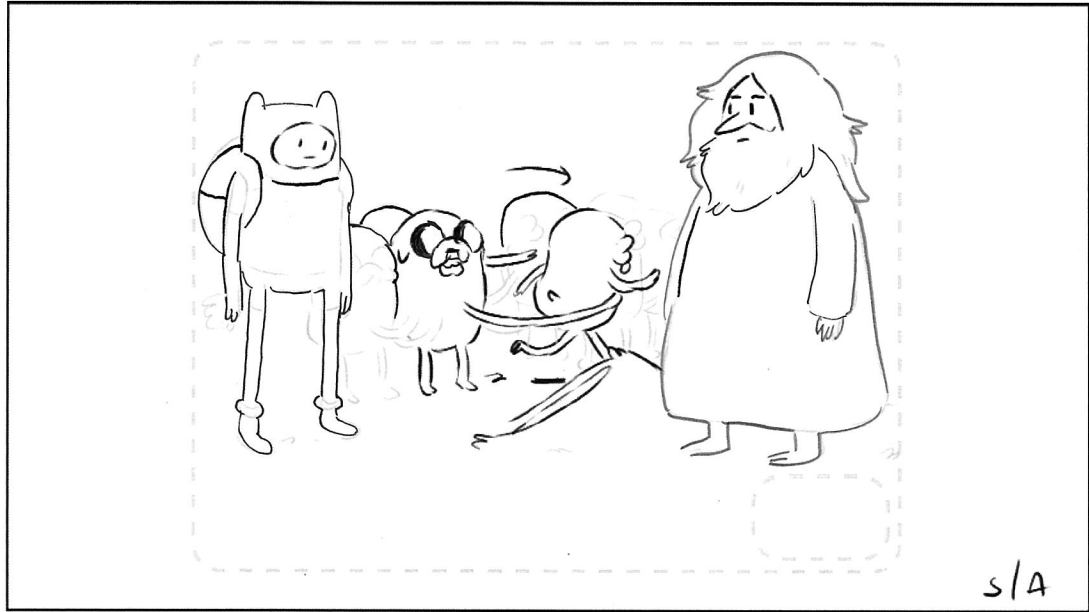


Sc. 130

Pnl. c

Bg.

day night

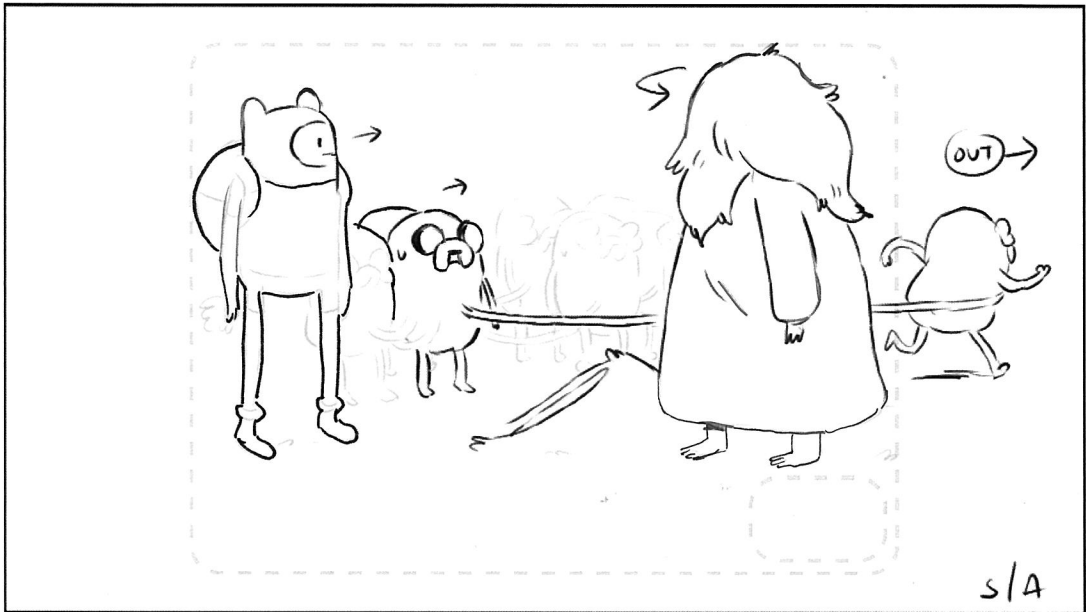


Sc. 130

Pnl. d

Bg.

day night



Dialog:

J: TIN CAN... OH HEY, I THINK I
SAW ONE OVER THERE

Action:

[SENDS A LITTLE JAKE OUT]

[I.K & FINN TRACK LITTLE JAKE]

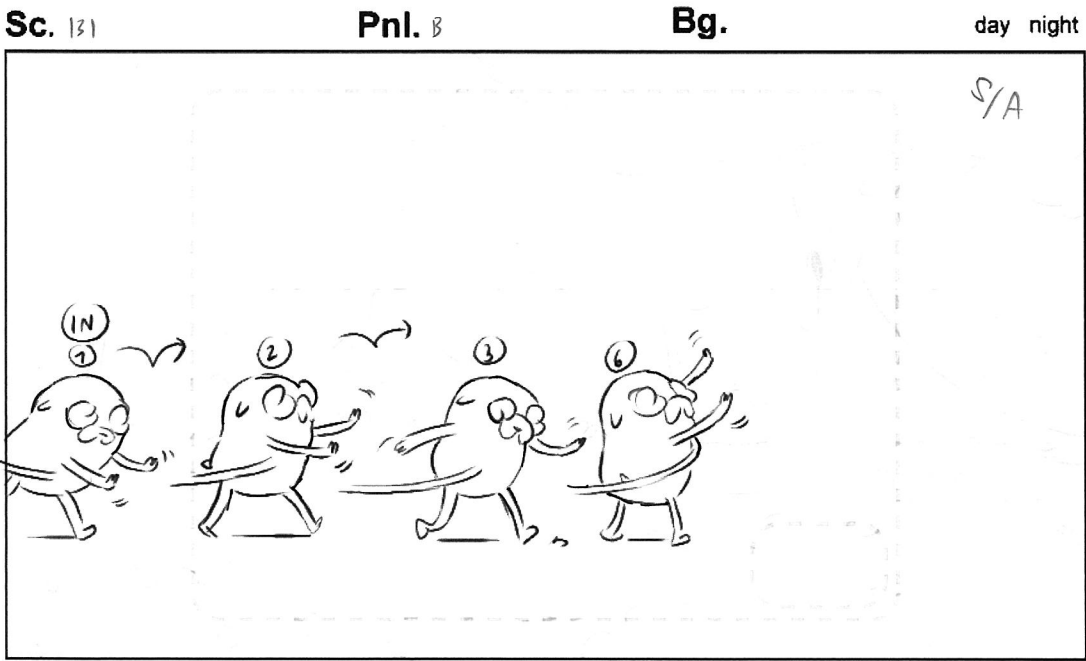
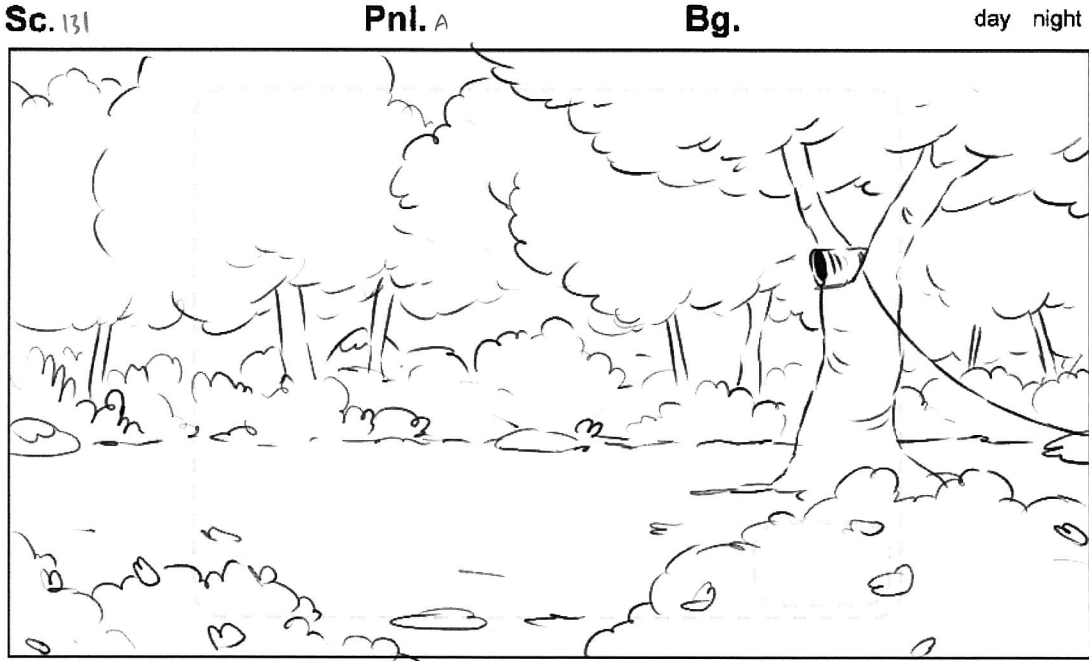
Timing:

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ADVENTURE TIME



Dialog:	
Action:	-LIL' JAKE WANDERS TOWARDS TIN CAN.
Timing:	

ADVENTURE TIME

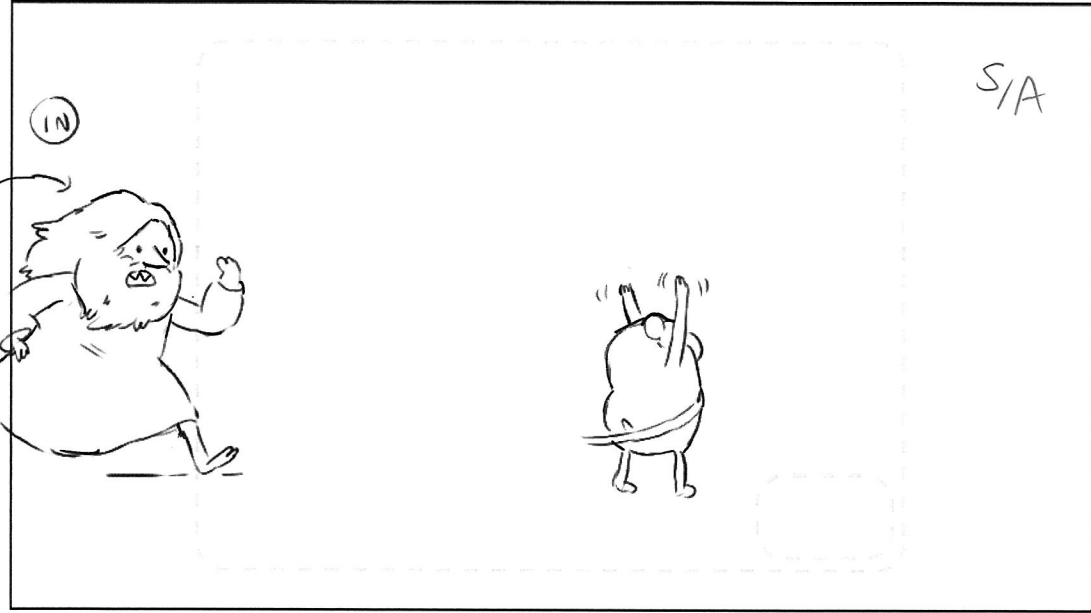


Sc. 131

Pnl. c

Bg.

day night



Sc. 131

Pnl. d

Bg.

day night



Dialog:

IK: [GRUNT]

Action:

- IK RUNS ON/S.
- LIL' JAKE REACHES TOWARDS CAN.

[SHOVES LIL' JAKE INTO BUSH]

Timing:

ADVENTURE TIME



Sc. 131

Pnl. E

Bg.

day night

S/A

Sc. 131

Pnl. F

Bg.

day night

S/A

Dialog:	IK) I FOUND IT!
Action:	-IK GRABS CAN
Timing:	

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ADVENTURE TIME



Sc. 131	Pnl. G	Bg.	day night	Sc. 131	Pnl. H	Bg.	day night

Dialog:	IK) GUNTER!
Action:	-J. RUNS ON/S. -F. HUSTLES ON/S
Timing:	

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ADVENTURE TIME



Sc. 132	Pnl. A	Bg.	day night	Sc. 132	Pnl. B	Bg.	day night

Dialog:	<p>(SP)</p> <p>I.K) I LOVE YOU GUNTER!!</p>
Action:	<p>-IK YELLS INTO CAN</p>
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 132	Pnl. C	Bg.	day night	Sc. 132	Pnl. D	Bg.	day night

Dialog:	1.K) DADDY'S COMING FOR YOU !
Action:	[SILENT DEATH]
Timing:	

EPISODE # 1034-221

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ADVENTURE TIME

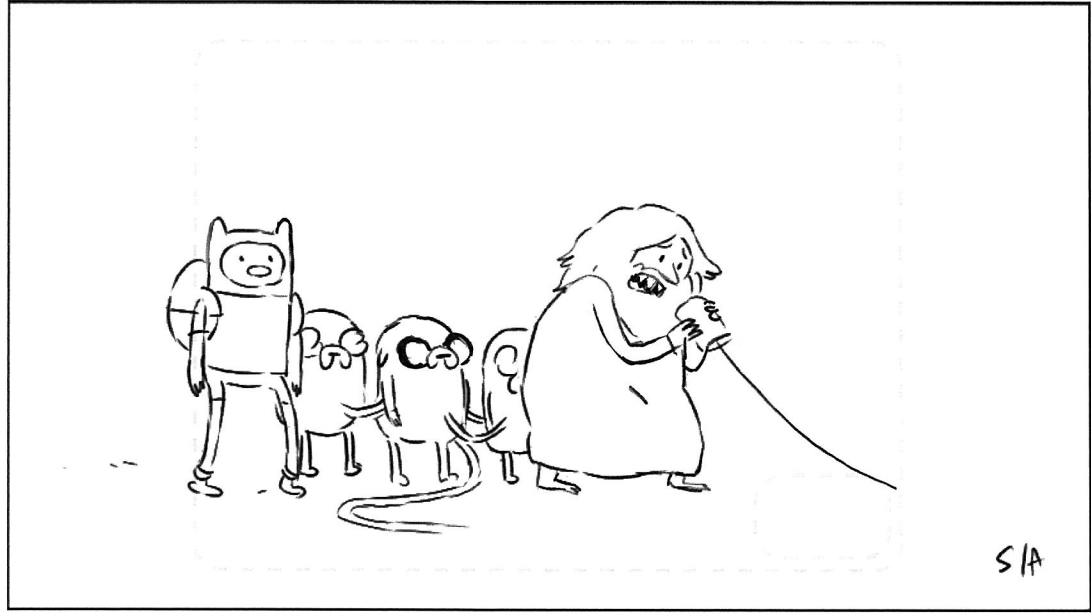


Sc. 133

Pnl. A

Bg.

day night



Sc. 133

Pnl. B

Bg.

day night



<p>Dialog:</p> <p>1.K) HELLO? MIC CHECK, ONE TWO, ONE TWO?</p> <p>1.K) UNGH!</p> <p>SFX: KLANG</p>
<p>Action:</p> <p>- 1K THROWS DOWN CAN.</p>
<p>Timing:</p>

EPISODE # 1034-221

Production :

ADVENTURE TIME

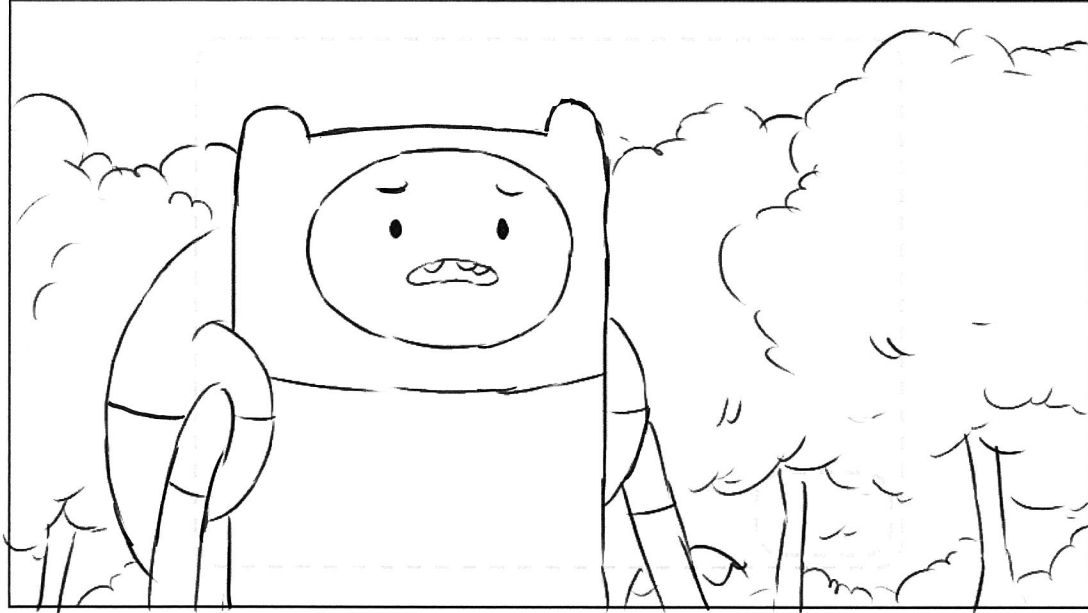


Sc. 134

Pnl. A

Bg.

day night

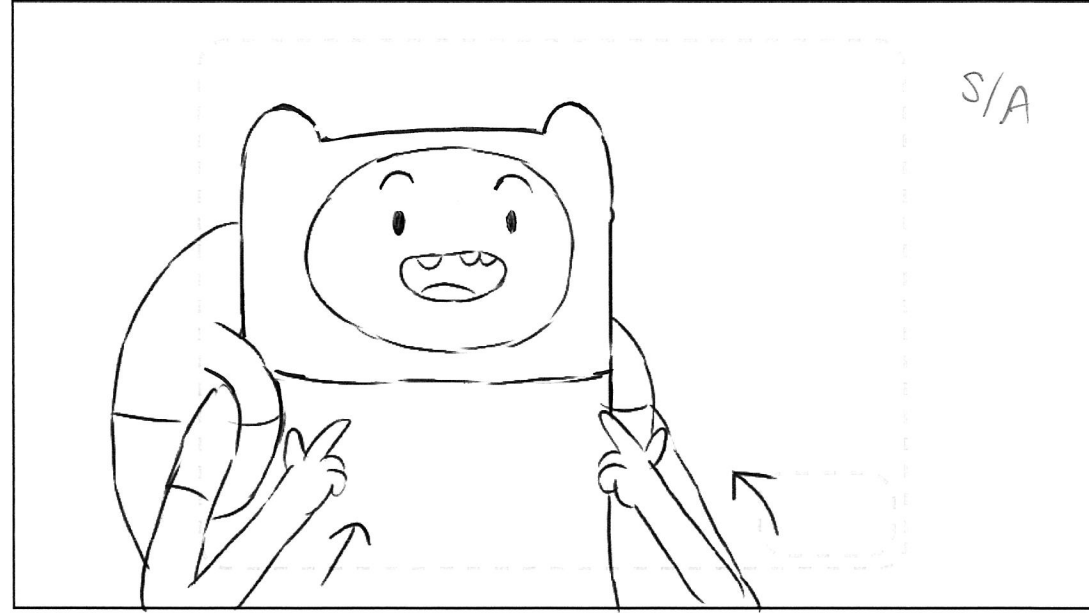


Sc. 134

Pnl. B

Bg.

day night



Dialog:	F) WAIT, MAYBE IF WE FOLLOW THE STRING IT'LL LEAD US TO THE KIDNAPPERS.
Action:	(SP)
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME

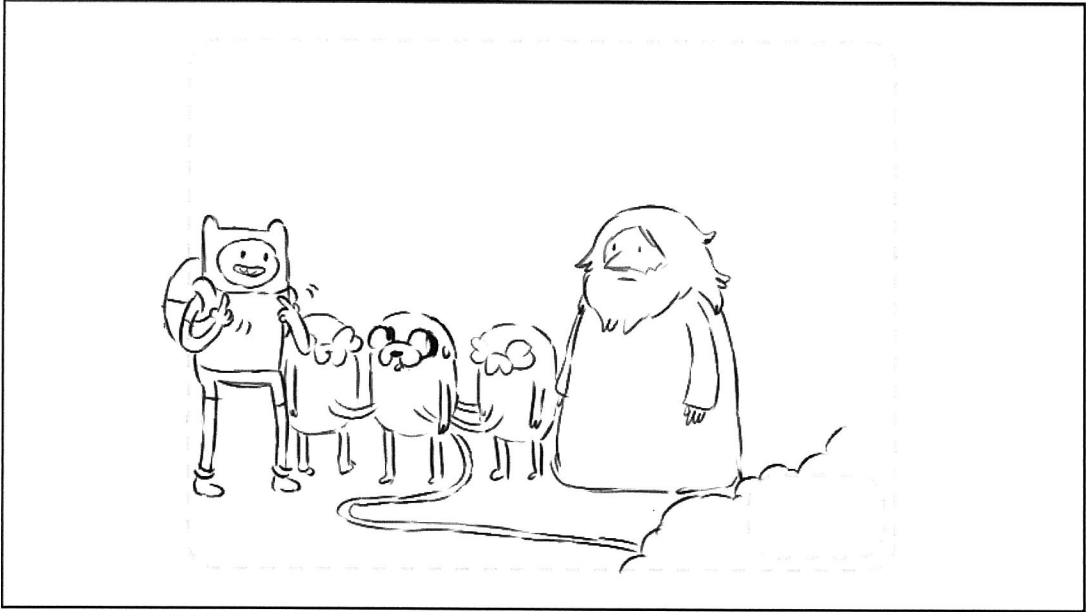


Sc. 134

Pnl. A

Bg.

day night

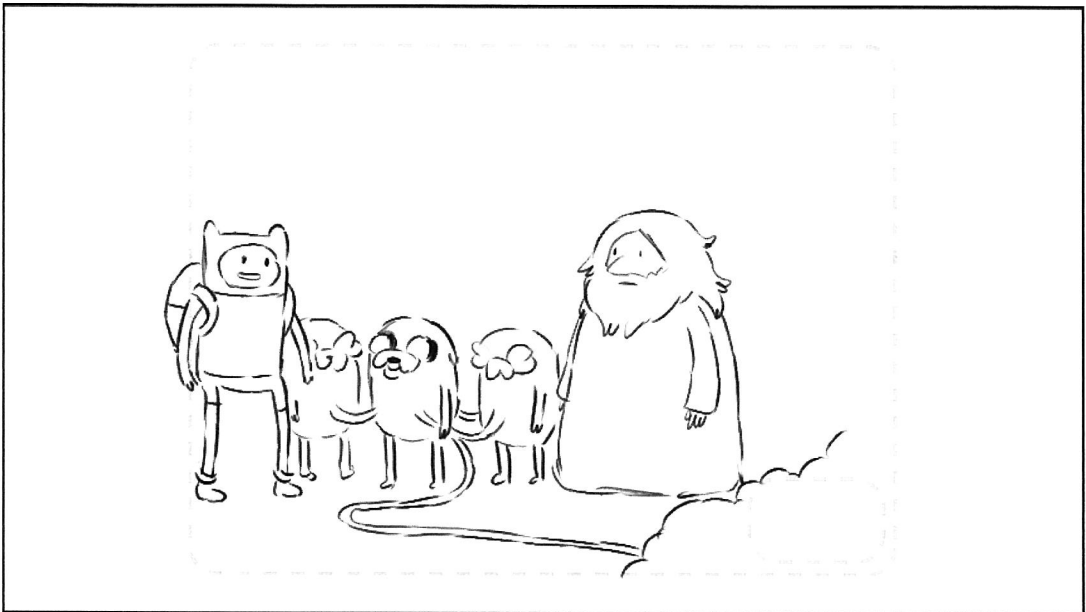


Sc. 135

Pnl. B

Bg.

day night



Dialog:

J) OH YEAH, GOOD CALL!!

Action:

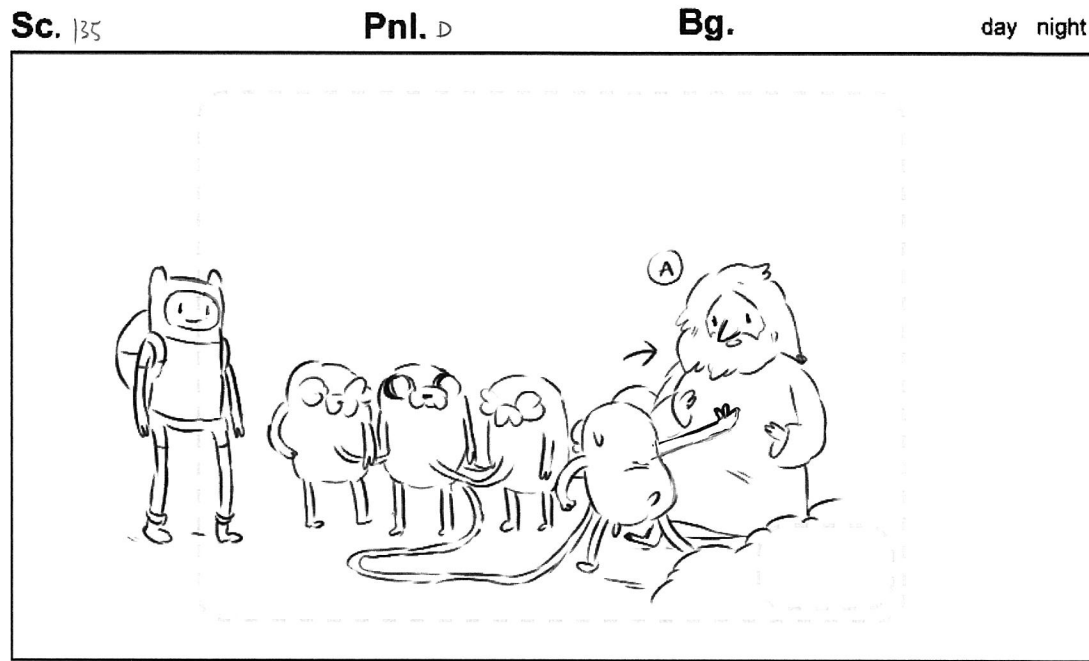
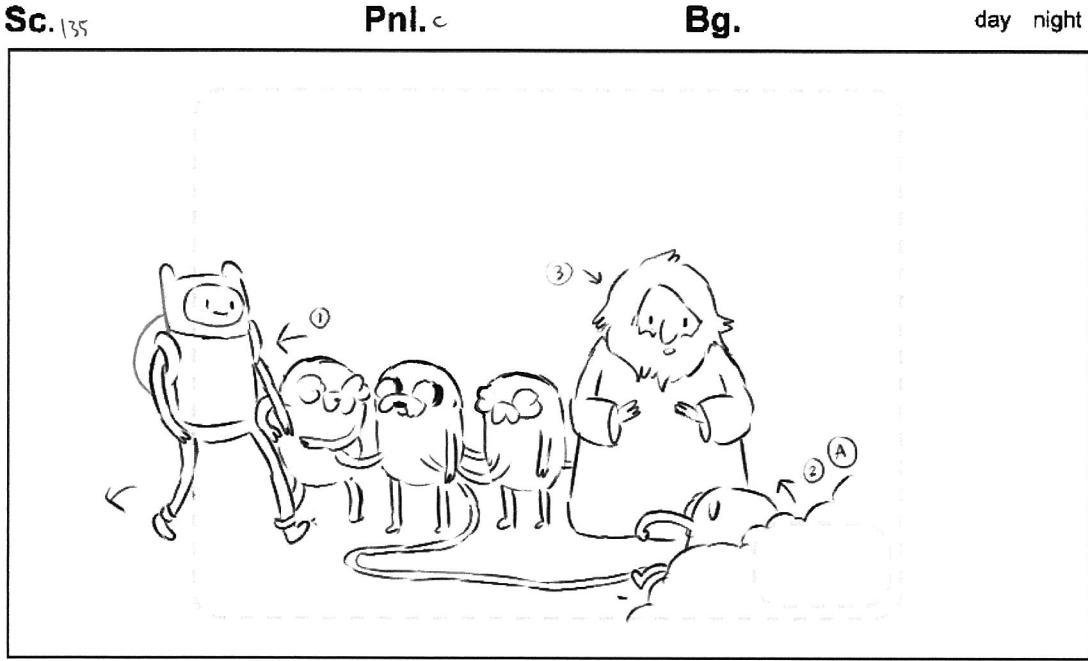
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Dialog:	
Action: -LIL' JAKEY CLIMBS OUT OF BUSH (GRABS I.K.)	[PUSH AWAY I.K.]
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 135

Pnl. E

Bg.

day night

Sc. 135

Pnl. F

Bg.

day night

S/A

Sc. 135

Pnl. F

Bg.

day night

Sc. 135

Pnl. F

Bg.

day night

S/A

Dialog:	SFX: * STRETCHING *	
Action:	[J MORPHS INTO A JEEP.]	[J MORPHS INTO A JEEP.]
Timing:		

EPISODE # 1034-221

Production :

ADVENTURE TIME

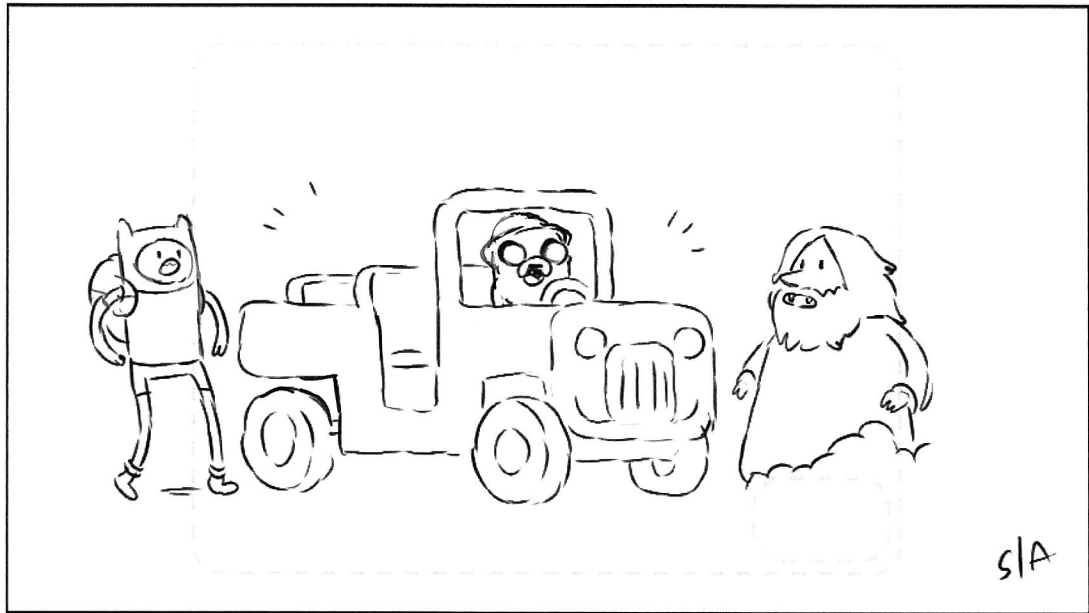


Sc. 135

Pnl. 6

Bg.

day night

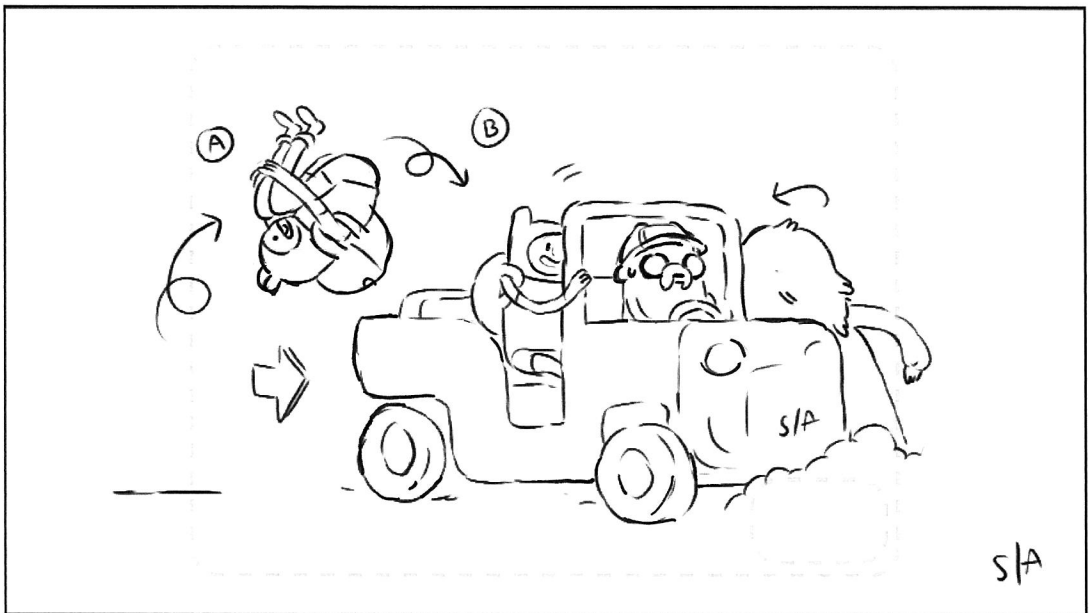


Sc. 135

Pnl. 4

Bg.

day night



Dialog:

J) HURRY GET IN!

F) SHOTTY!

Action:

[F FLIPS INTO DEEP]

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

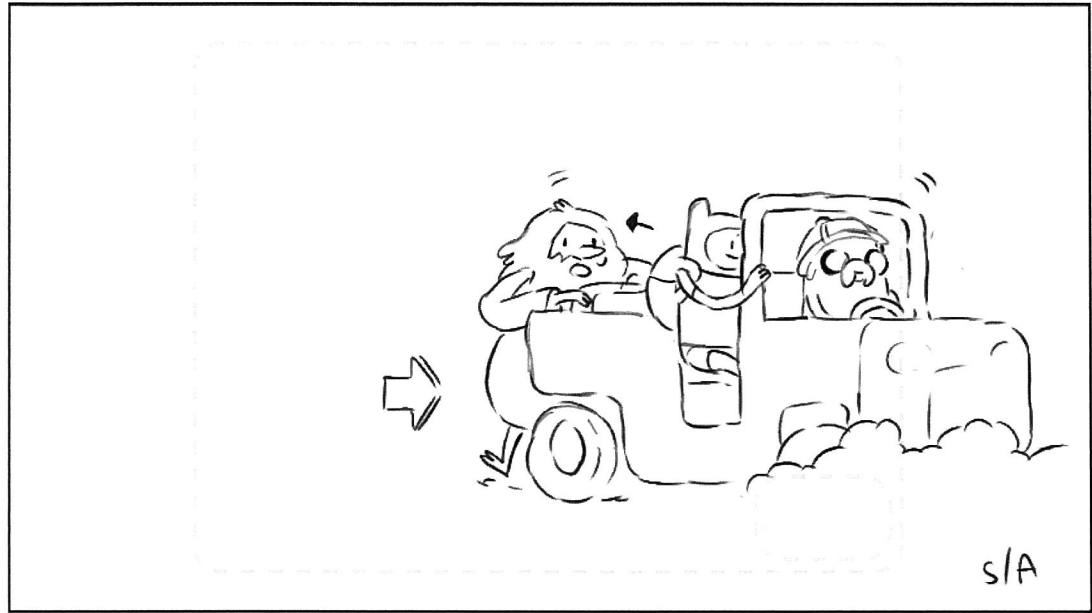


Sc. 135

Pnl. 1

Bg.

day night



Sc. 135

Pnl. J

Bg.

day night

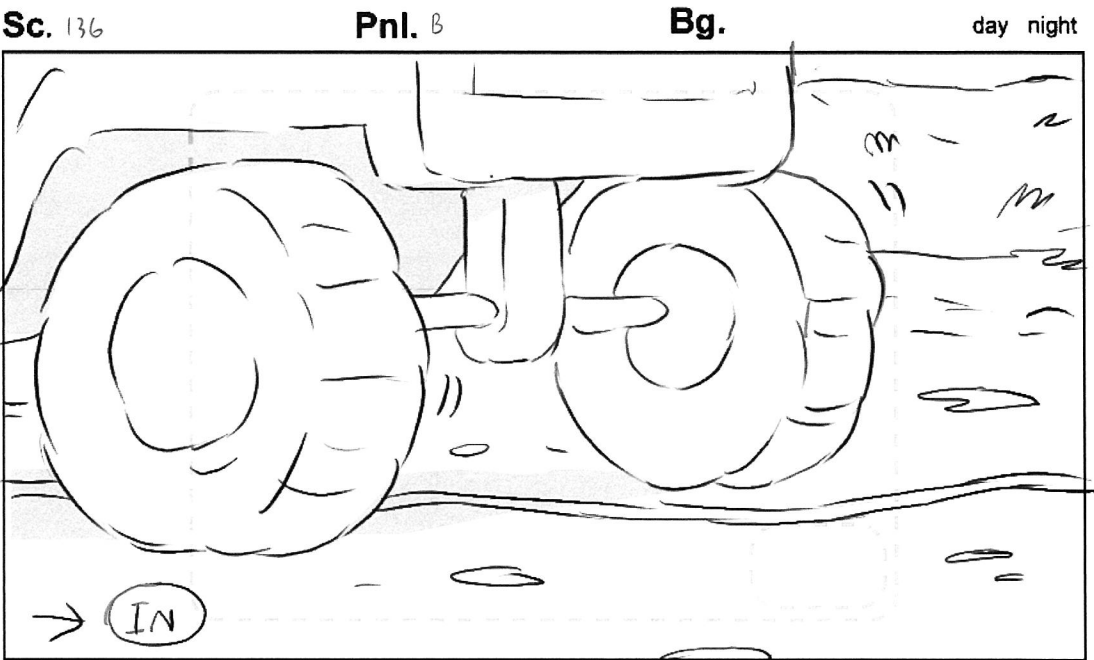
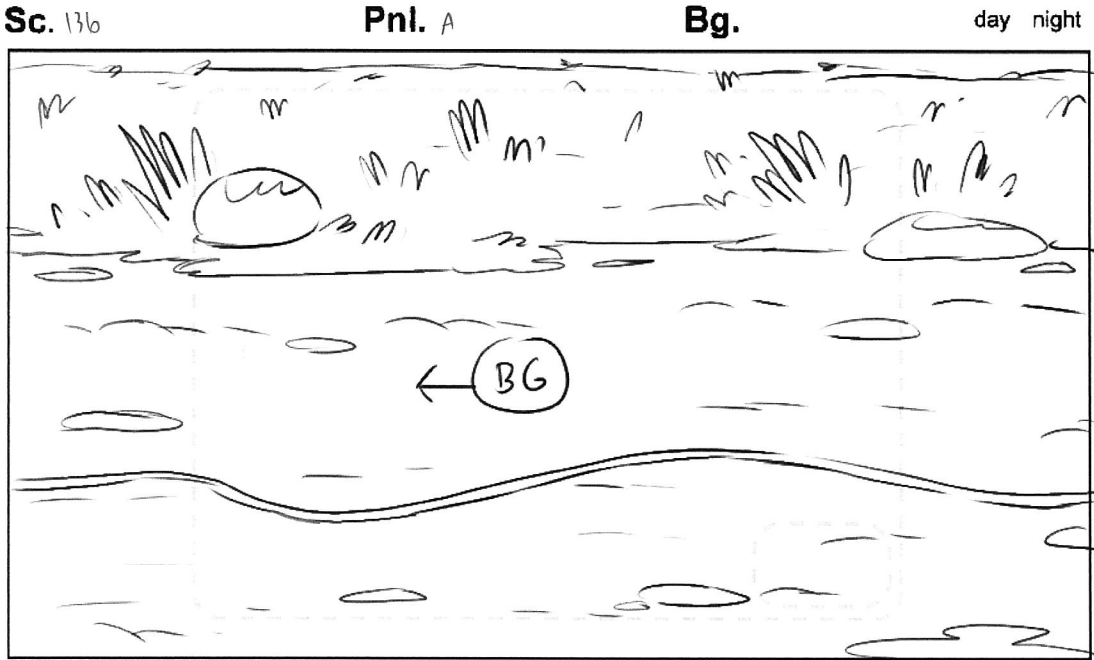


Dialog:
Action:
Timing:

- IK HOPS INTO BACK OF JEEP
AS IT DRIVES OFF/S.

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:
Action: - CU of STRING ON GROUND - JAKE JEEP DRIVES ON/S.
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 137

Pnl. A

Bg.

day night



Sc. 138

Pnl. A

Bg.

day night



Dialog:	I.R. I HOPE THEY'VE BEEN FEEDING HIM RIGHT;
Action:	SP
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 138

Pnl. B

Bg.

day night



Sc. 138

Pnl. C

Bg.

day night



Dialog:

1.K) IF HE DOESN'T LIKE HIS
FOOD HE'LL JUST SPIT IT
RIGHT BACK AT YA.

J) H A H A , F I N N S T I L L D O E S
 T H A T .

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 138

Pnl. D

Bg.

day night



Sc. 138

Pnl. E

Bg.

day night



Dialog:	<p>F) MAN, THE ONLY REASON I SPIT THOSE MEAT BALLS UP IS BECAUSE THEY WERE LIKE</p>	<p>F) - HECKA OLD</p>
Action:		
Timing:		

1034-221

EPISODE #

Production :

ADVENTURE TIME



Sc. 138

Pnl. F

Bg.

day night



Sc. 138

Pnl. G

Bg.

day night



Dialog:

J) OH YEAH, MY BAD. HA HA

Action:

- F+J BUMP FISTS

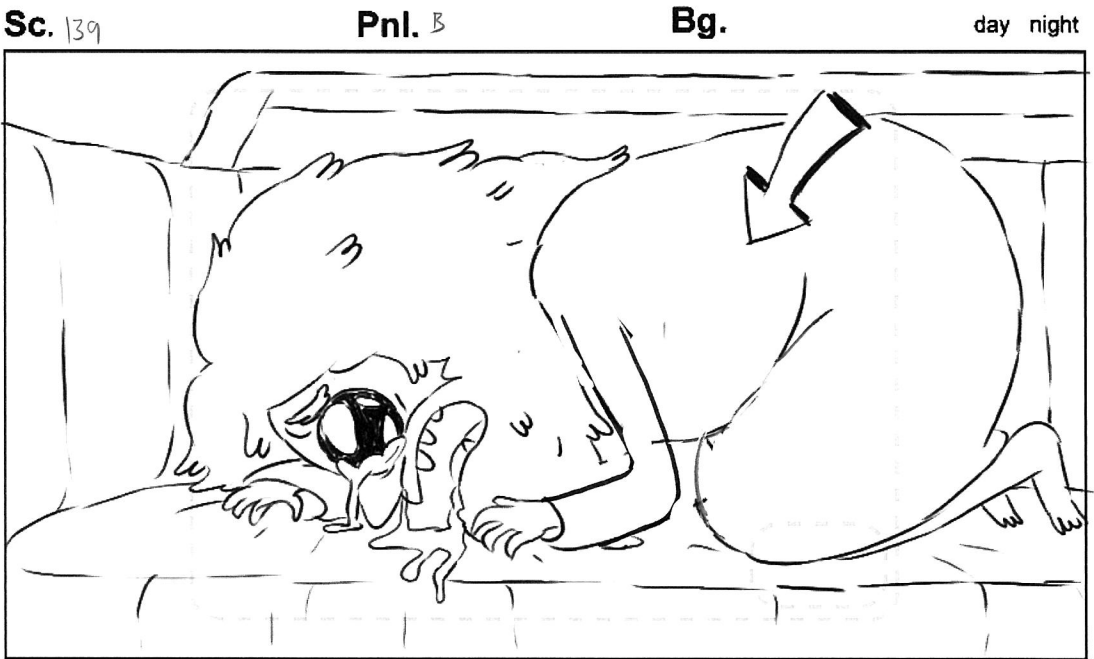
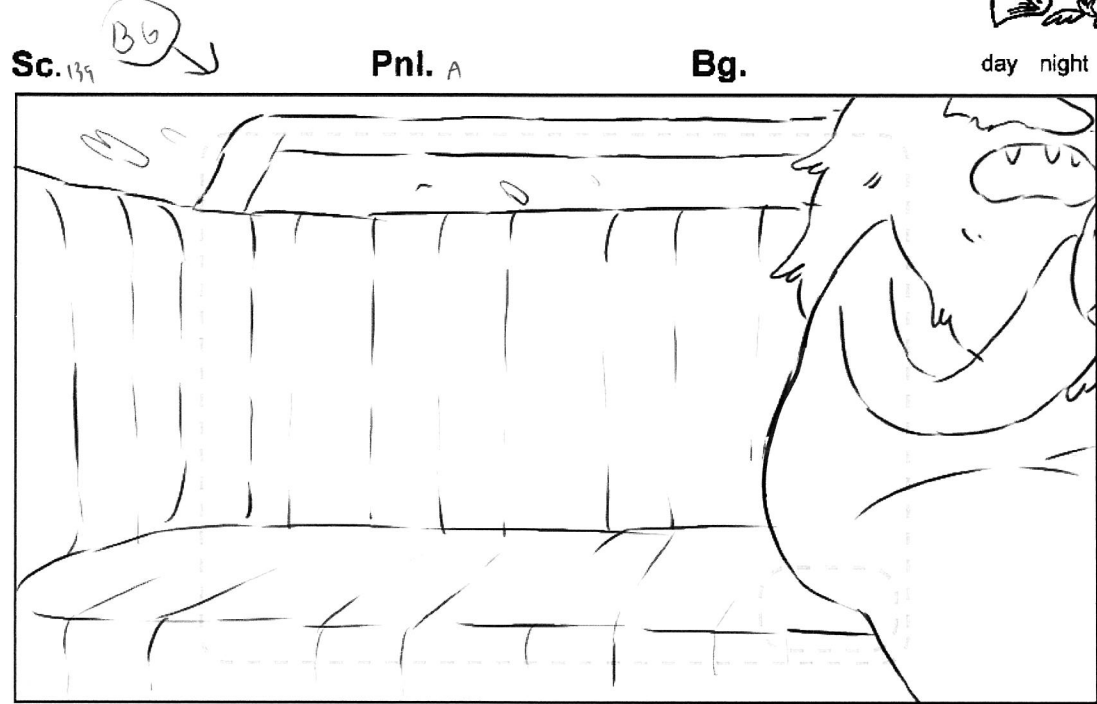
[I.K GETS BIG TEARY EYES.]

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Dialog:

I.K (CRYING) POOR GUNTER!

Action:

SP

- I.K THROWS HIMSELF DOWN ON CARSEAT.

Timing:

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ADVENTURE TIME

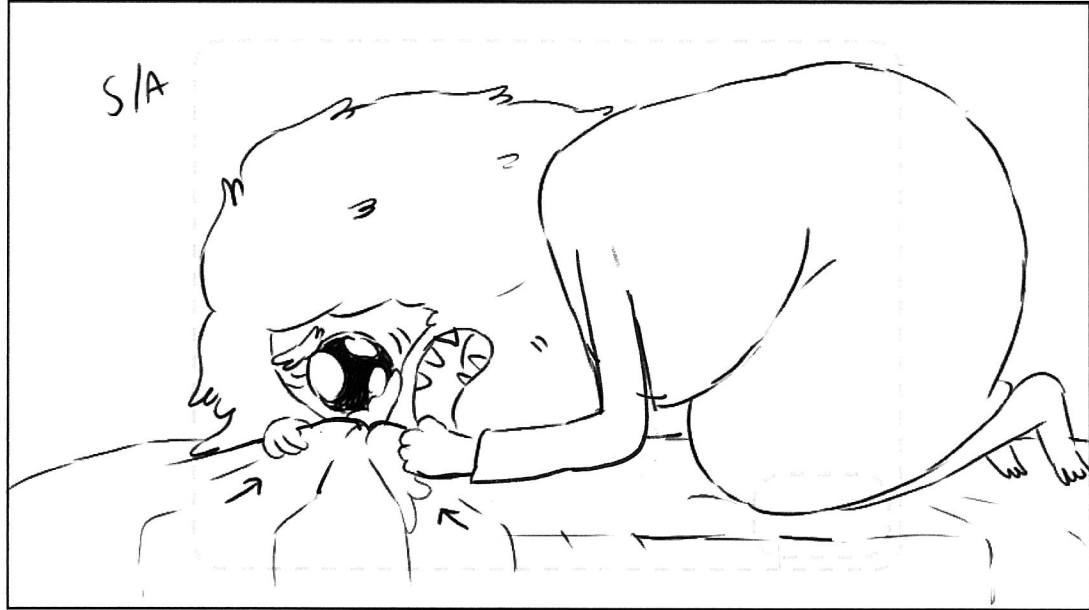


Sc. 139

Pnl. C

Bg.

day night



Sc. 140

Pnl. A

Bg.

day night



Dialog:

I.K) WHY !!!!

Action:

- IK CLUTCHES AT SCAT.

(SP)

Timing:

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ADVENTURE TIME



Sc. 140

Pnl. B

Bg.

day night



Sc. 141

Pnl. A

Bg.

day night



Dialog:	SFX) [NOSE BLOW] _____	
Action:	[I.K BLOWS NOSE]	- J. TWITCHES IN RESPONSE TO IK BLOWING NOSE.
Timing:		

EPISODE # 1034-2216
Production :

ADVENTURE TIME

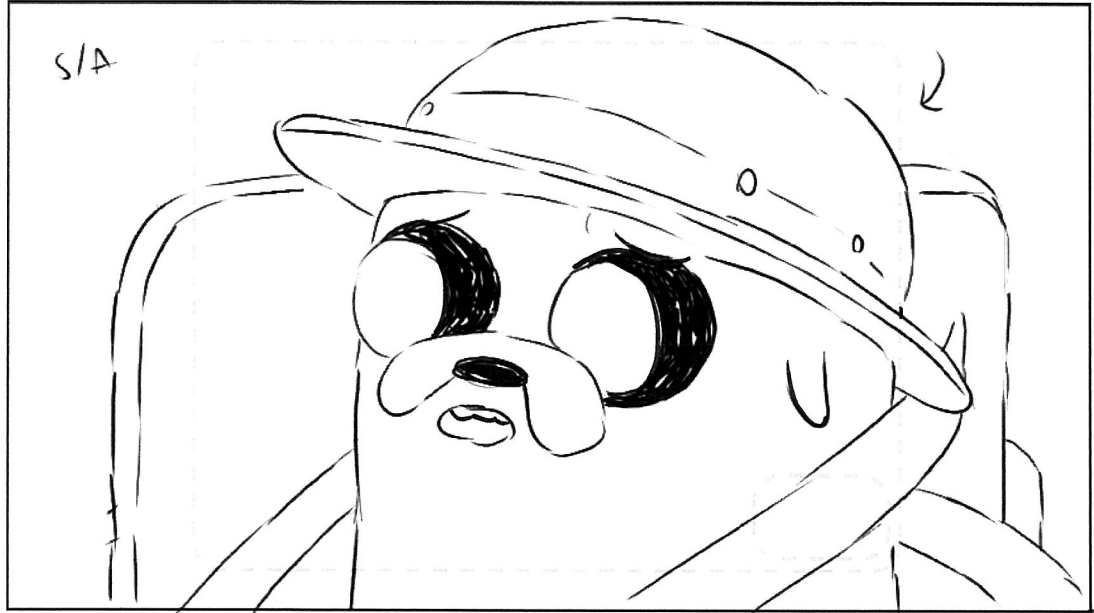


Sc. 141

Pnl. B

Bg.

day night



Sc. 141

Pnl. C

Bg.

day night



Dialog:	J) UHH, HE'S STARTING TO GET GROSS ON MY CUSHIONS.	J) THAT'S NASTY
Action:	- J TURNS BACK	
Timing:		

ADVENTURE TIME



Sc. 141	Pnl. D	Bg.	day night	Sc. 141	Pnl. E	Bg.	day night
Dialog: J) GUNTER !				J) mmmmm (UNCERTAIN SOUND)			
Action:							
Timing:							

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 141

Pnl. F

Bg.

day night



Sc. 141

Pnl. 6

Bg.

day night



Dialog:

→ OH, WAIT A MINUTE !

→ WHY SHOULD WE BE FOLLOWING
THE KIDNAPPERS, WHEN WE CAN
JUST AS EASILY --

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 141

Pnl. H

Bg.

day night

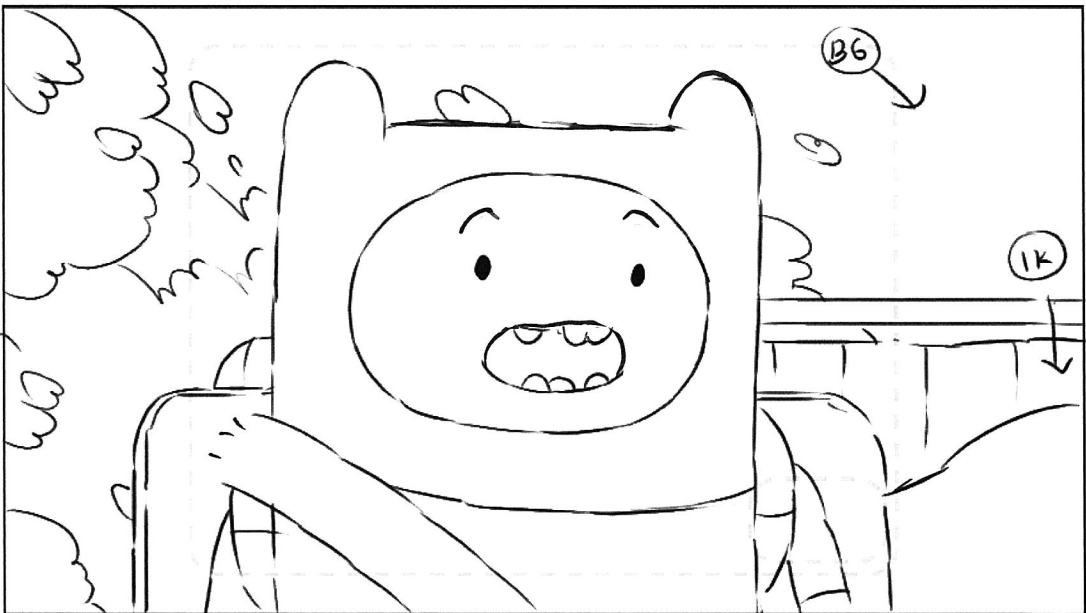


Sc. 142

Pnl. A

Bg.

day night



Dialog:

J: --- BRING THEM TO US !

F) How ?!

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

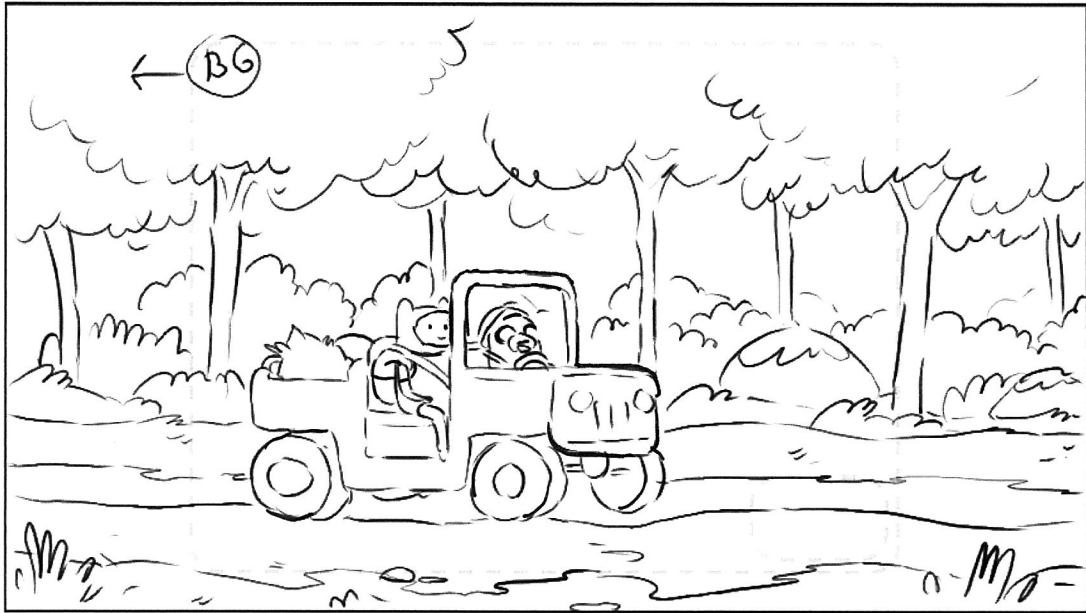


Sc. 143

Pnl. A

Bg.

day night

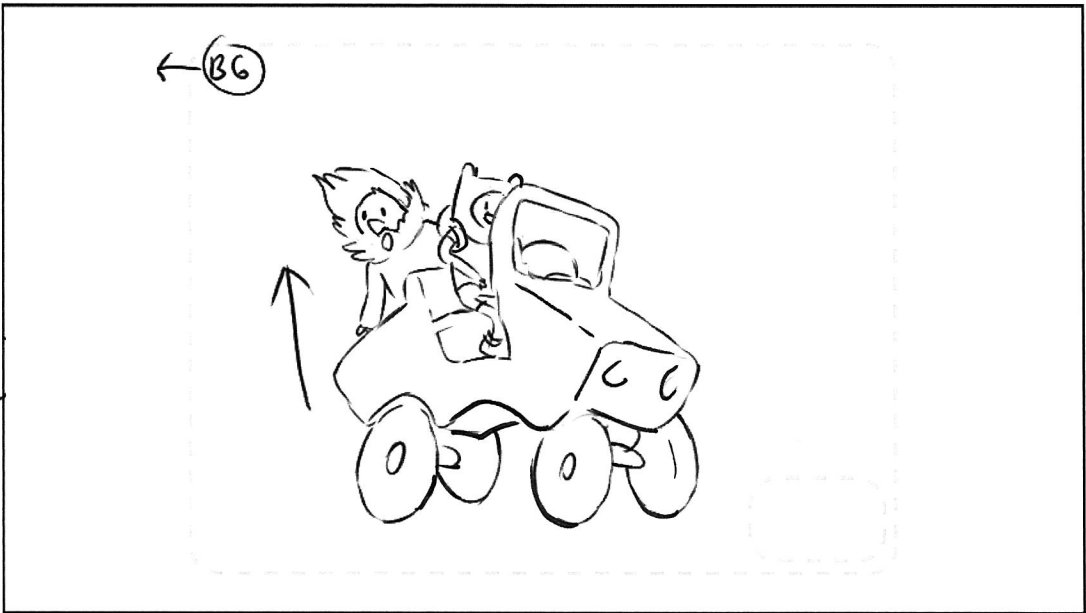


Sc. 143

Pnl. B

Bg.

day night



Dialog:	o) LIKE THIS !
Action:	[STRETCH UP]
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 143

Pnl. C

Bg.

day night



Sc. 143

Pnl. D

Bg.

day night



Dialog:

F@I.K) AGHH!

Action:

[TRANSFORMS INTO BIG JAKE]

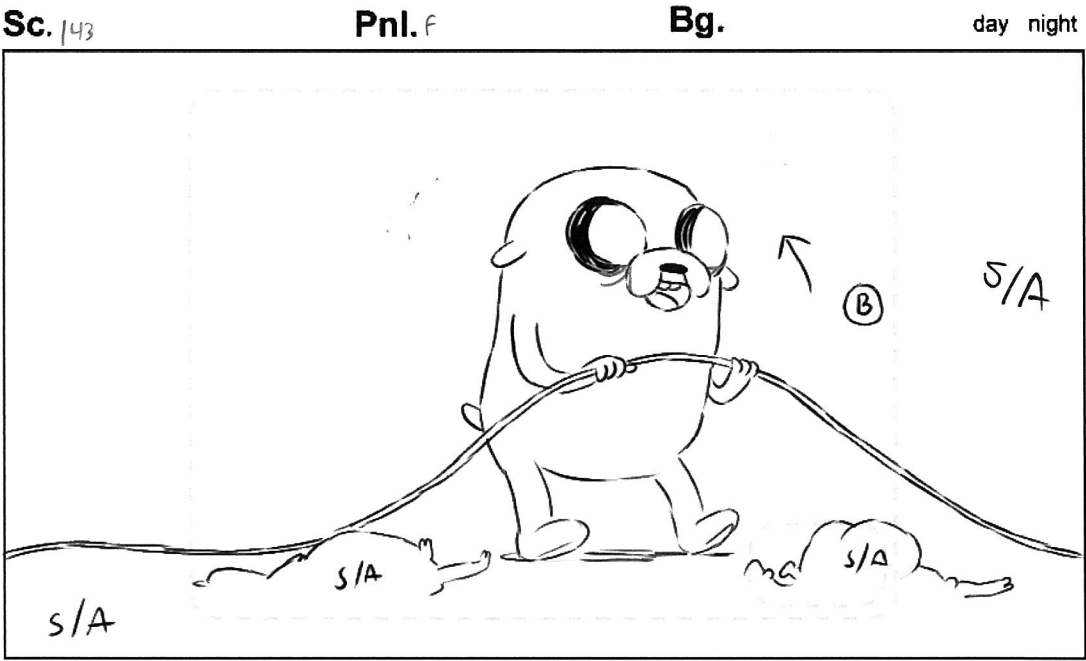
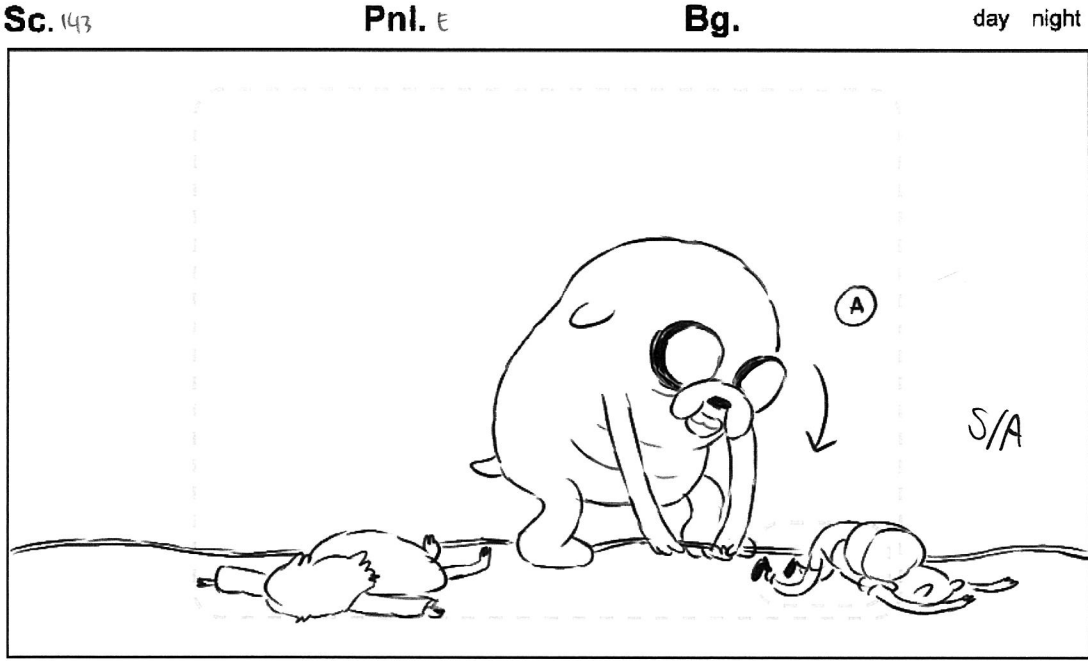
- F+J HIT GROUND

Timing:

EPISODE # 1034-221
Production :

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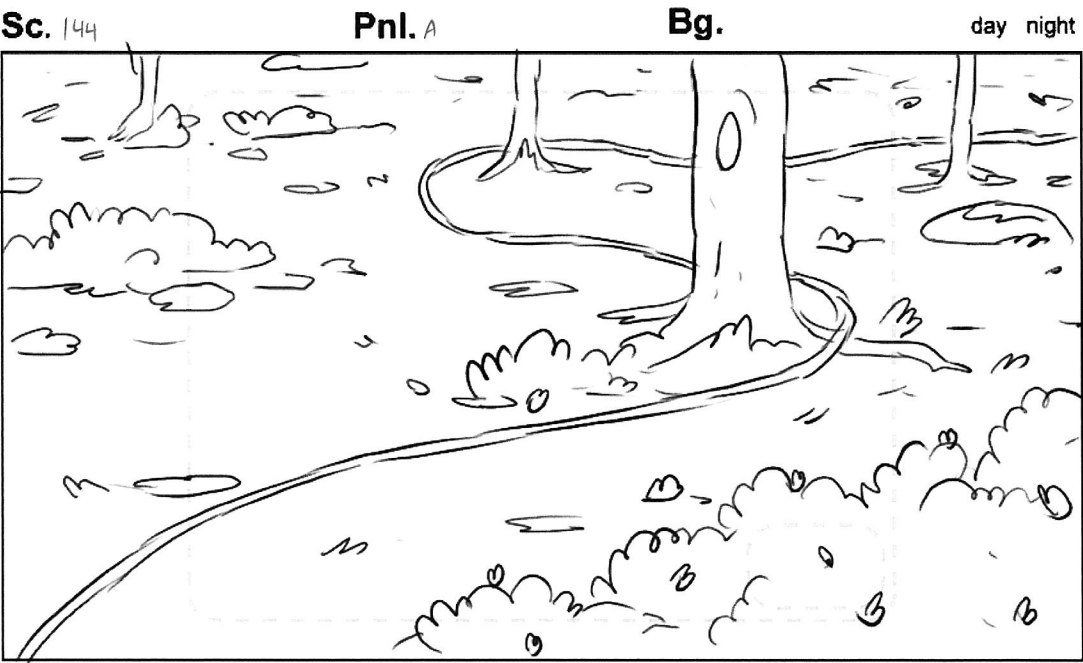
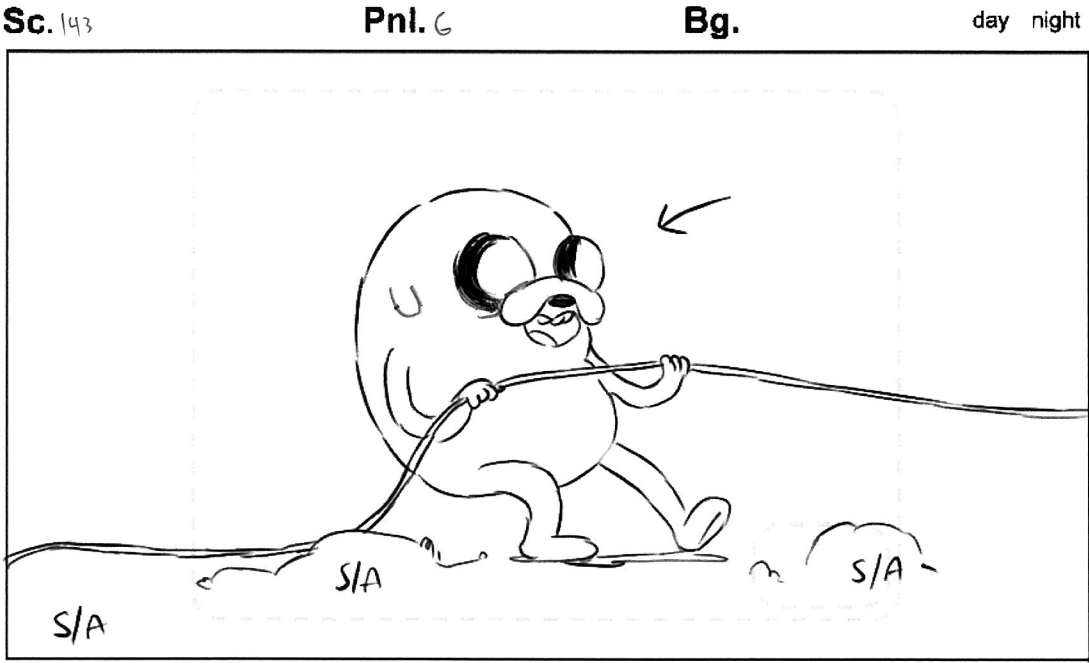
ADVENTURE TIME



Dialog:	① HA HA --
Action:	- J. PICKS UP STRING
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:	J, YOINK !!
Action:	- J. YANKS STRING
Timing:	

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ADVENTURE TIME

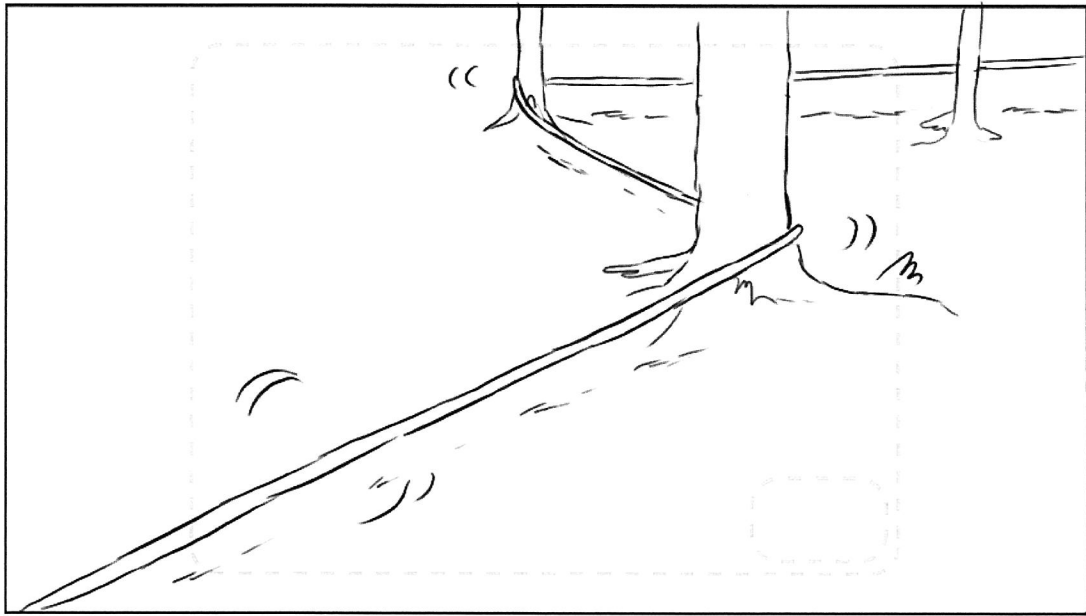


Sc. 144

Pnl. B

Bg.

day night



Sc. 145

Pnl. A

Bg.

day night



Dialog:

SFX: *RR-RR-RRR *

Action:

[STRING THROUGH THE FOREST TIGHTENS UP]

Timing:

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Production :

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ADVENTURE TIME



Sc. 145

Pnl. B

Bg.

day night

Sc. 146

Pnl. A

Bg.

day night

Dialog:
Action:
Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 146	Pnl. B	Bg.	day night	Sc. 147	Pnl. A	Bg.	day night

Dialog:	3) WHOA! (SFX) SNAP!	(SFX) STRING WHIPPING
Action:	[STRING SNAPS]	
Timing:		

ADVENTURE TIME

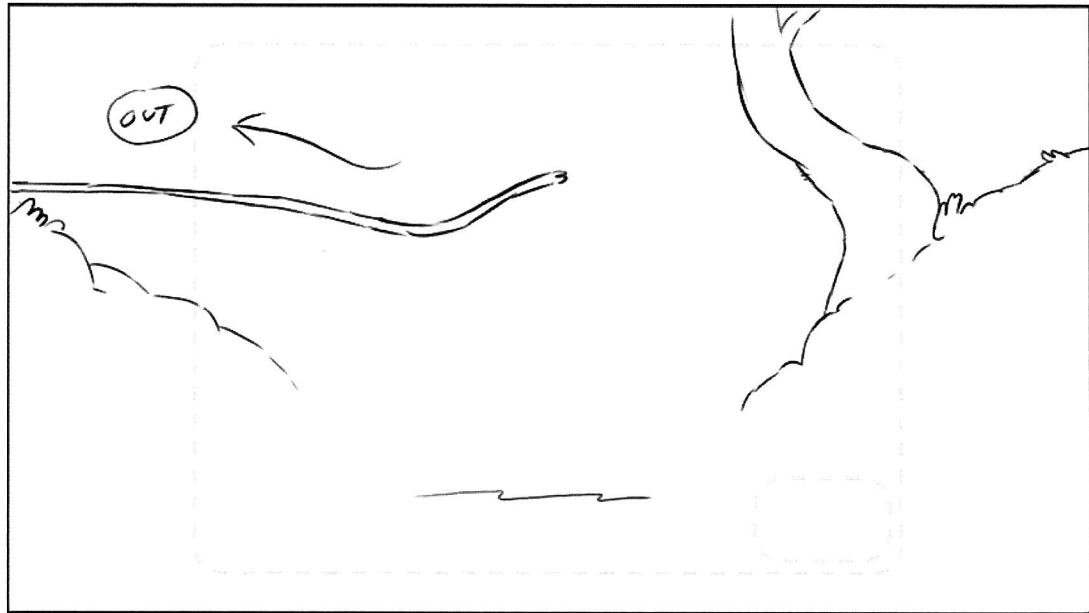


Sc. 147

Pnl. B

Bg.

day night

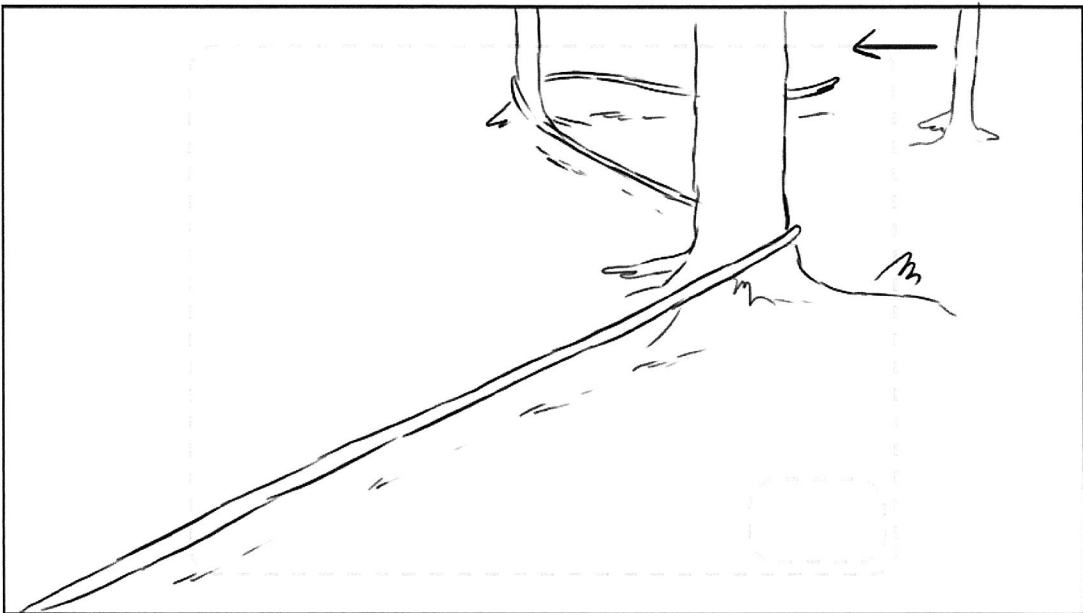


Sc. 148

Pnl. A

Bg.

day night



Dialog:

Action:

- STRING FLIES OFF/S.

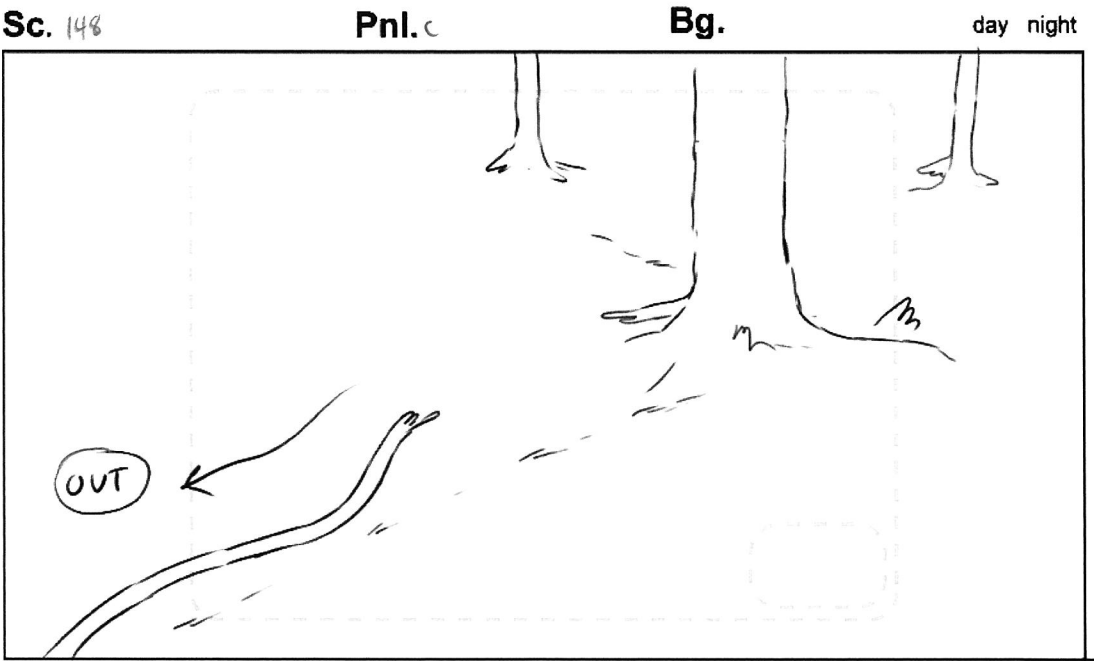
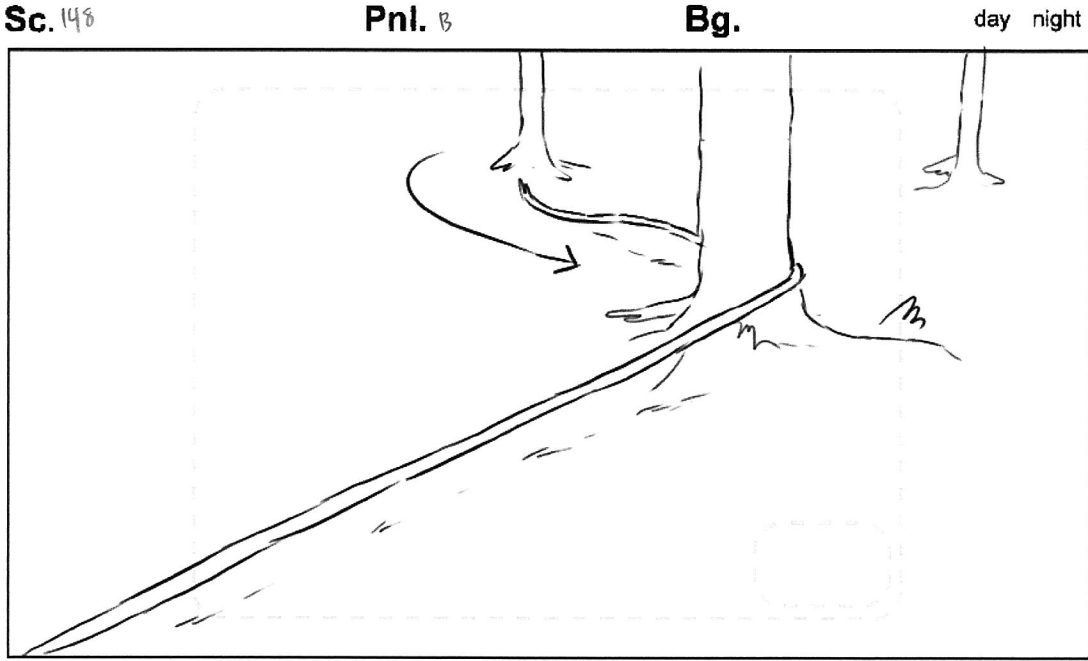
Timing:

EPISODE # 1034-221

Production :

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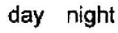
ADVENTURE TIME



Dialog:
Action: - STRING WHIPS THROUGH SCENE AND OFF/S.
Timing:

EPISODE # 1034-221
Production :

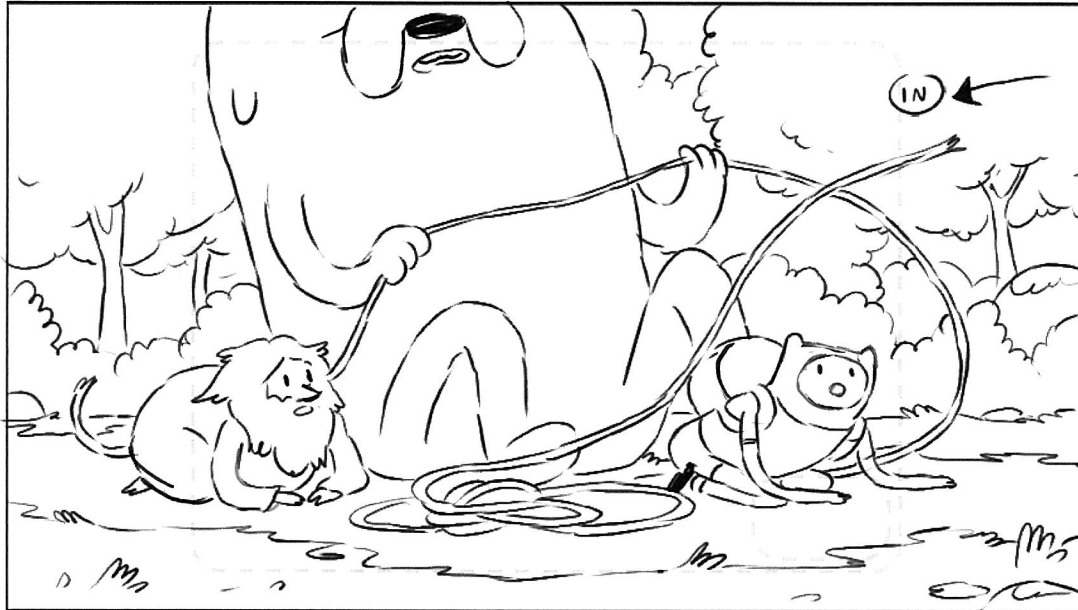
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Page 241

Sc. 149

Bg.

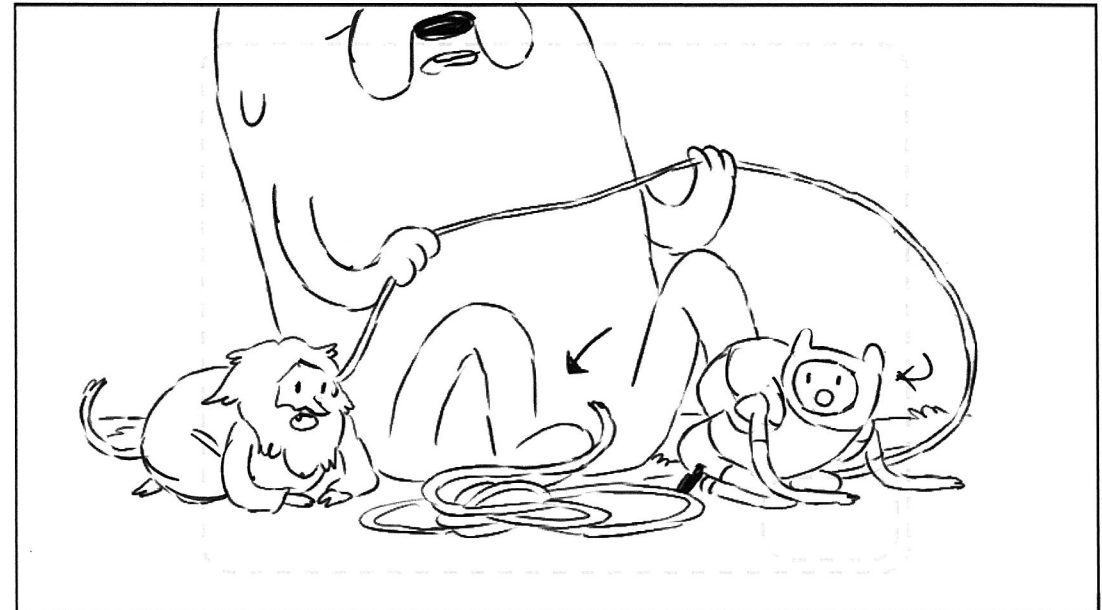
day night



Sc. 149

Bg.

day night



Dialog:

Action:

[LAST OF THE STRING FLIES IN]

Timing:

1034-221

EPISODE #

Production :

ADVENTURE TIME

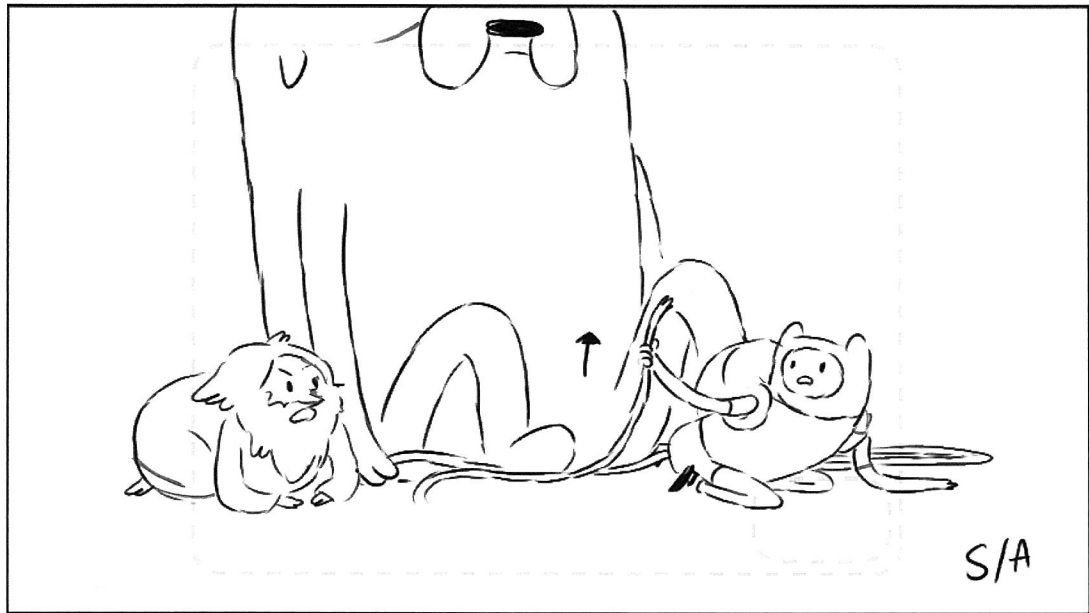


Sc. 149

Pnl. C

Bg.

day night

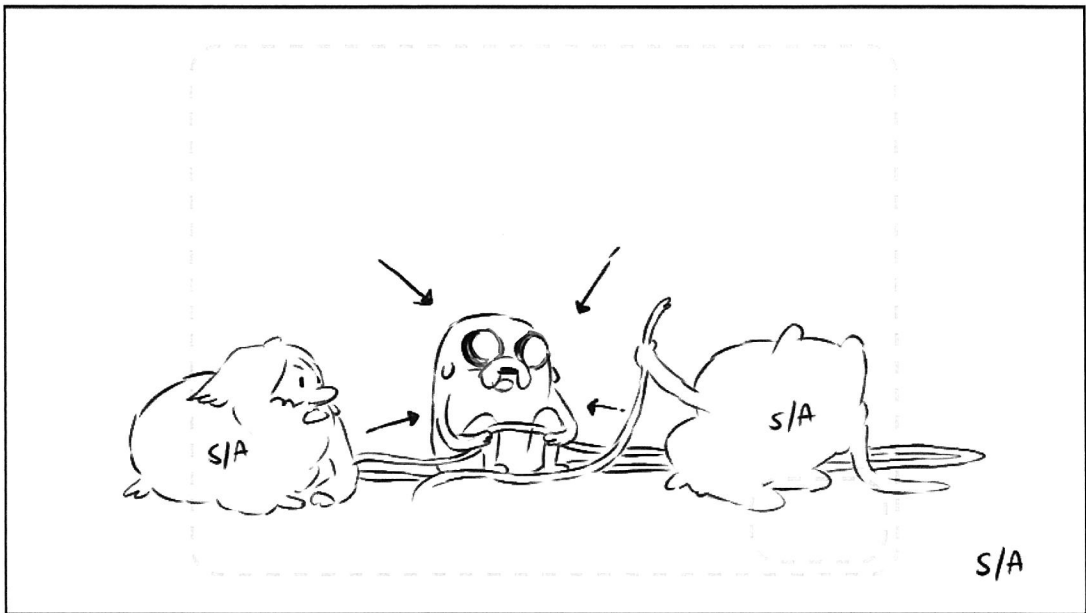


Sc. 149

Pnl. D

Bg.

day night



Dialog:

3) SORRY

Action:

(F) HOLDS UP END OF THE STRING.

(3) SHINKS DOWN

Timing:

1034-221

EPISODE #

Production :

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ADVENTURE TIME

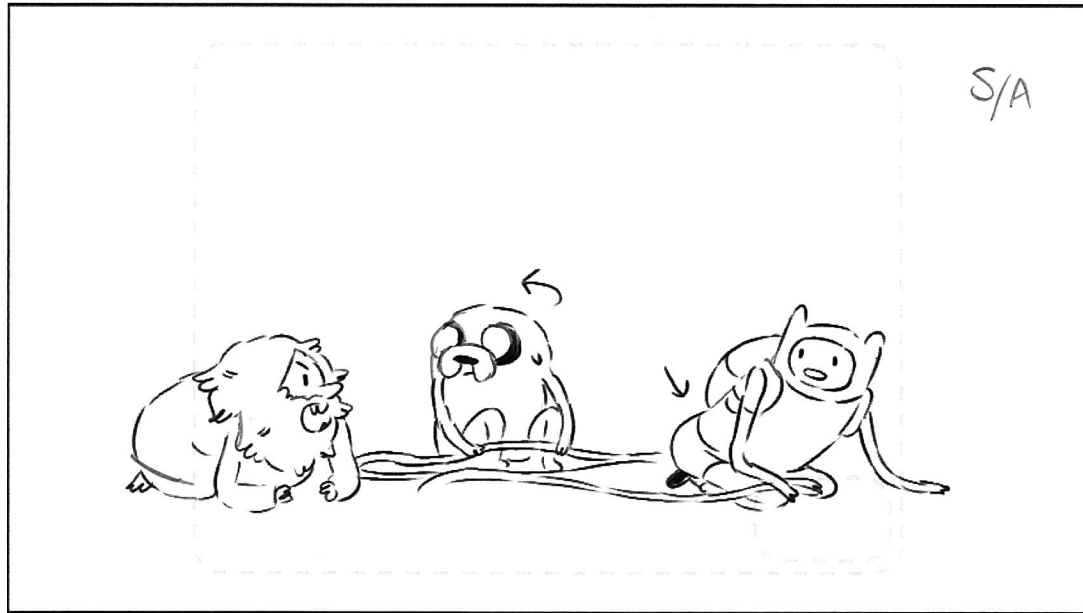


Sc. 149

Pnl. E

Bg.

day night

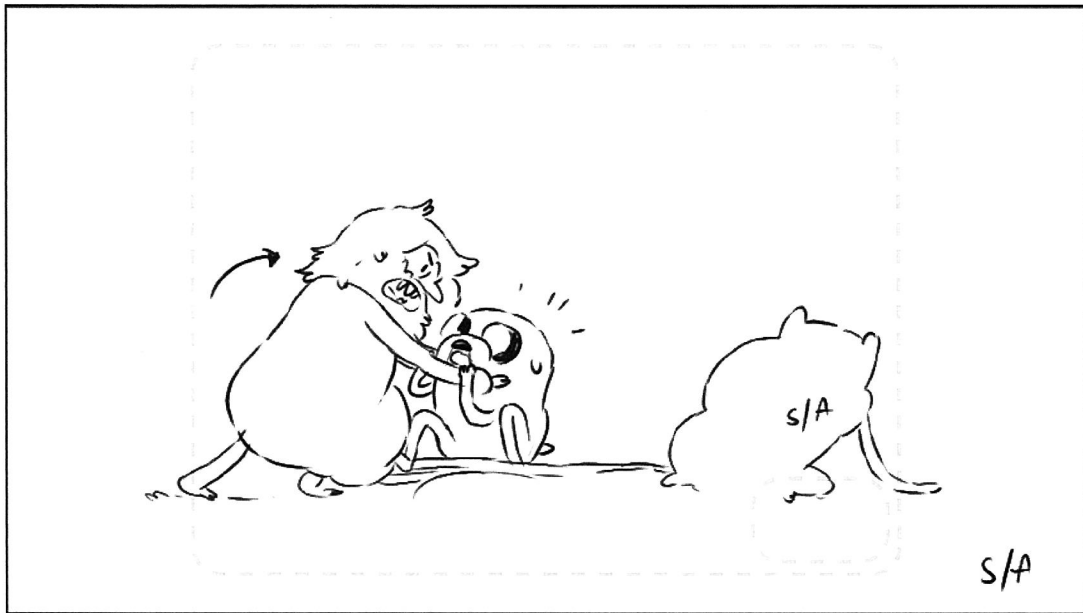


Sc. 149

Pnl. F

Bg.

day night



Dialog:	<u>I.K</u>) SORRY ?	<u>I.K</u>) YOU'RE SORRY ?! THAT'S ALL YOU'VE GOT TO SAY ?!
Action:	[GETS ON JAKE]	
Timing:		

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Production :

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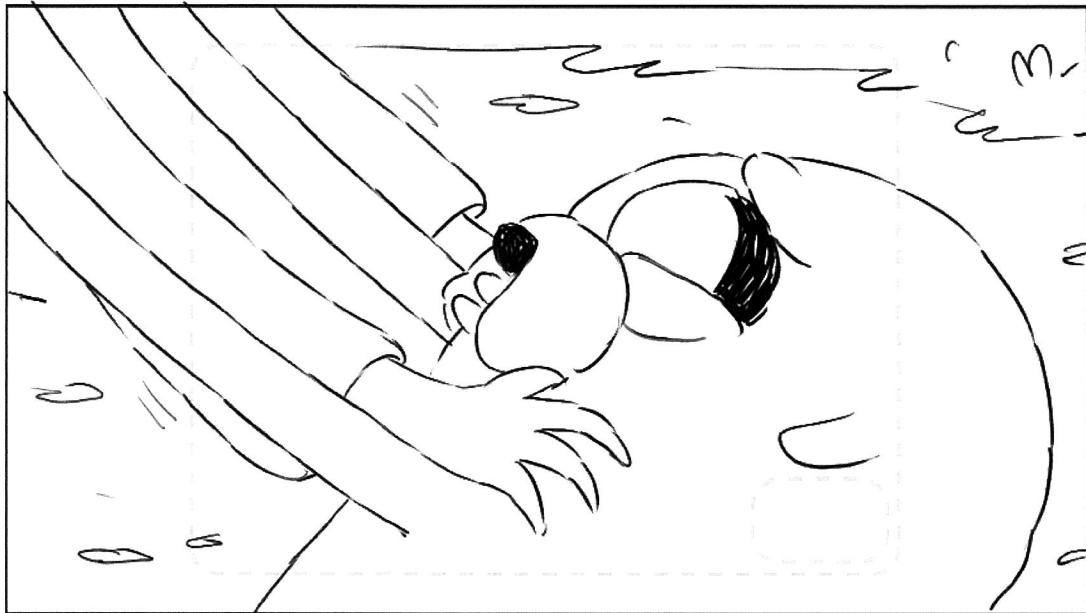


Sc. 150

Pnl. A

Bg.

day night

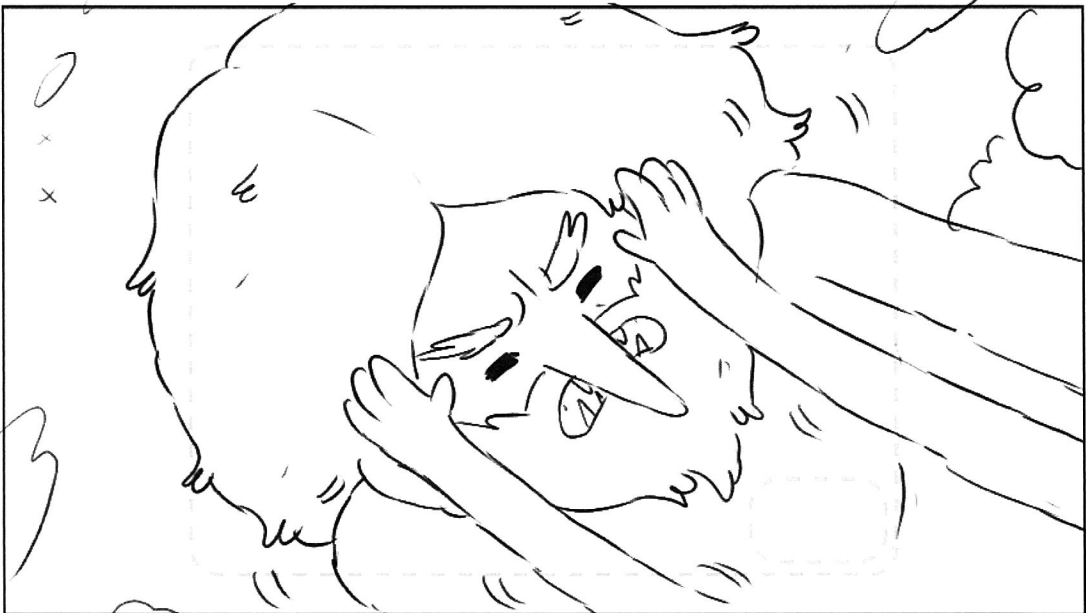


Sc. 151

Pnl. A

Bg.

day night



Dialog:

J) I WAS ONLY TRYING
TO HELP!

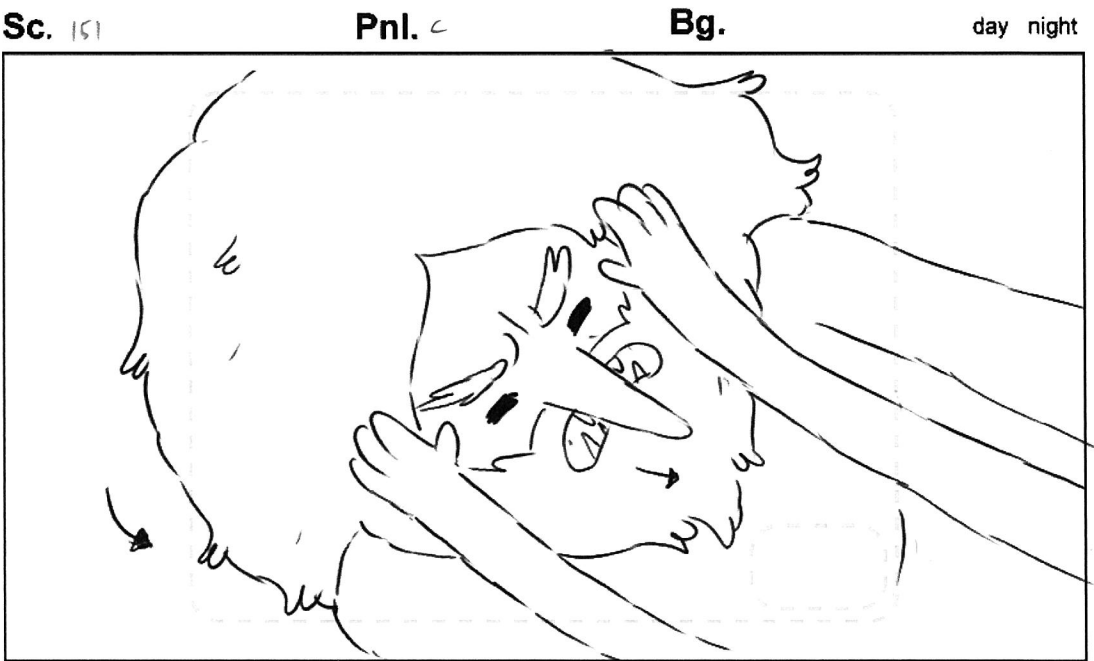
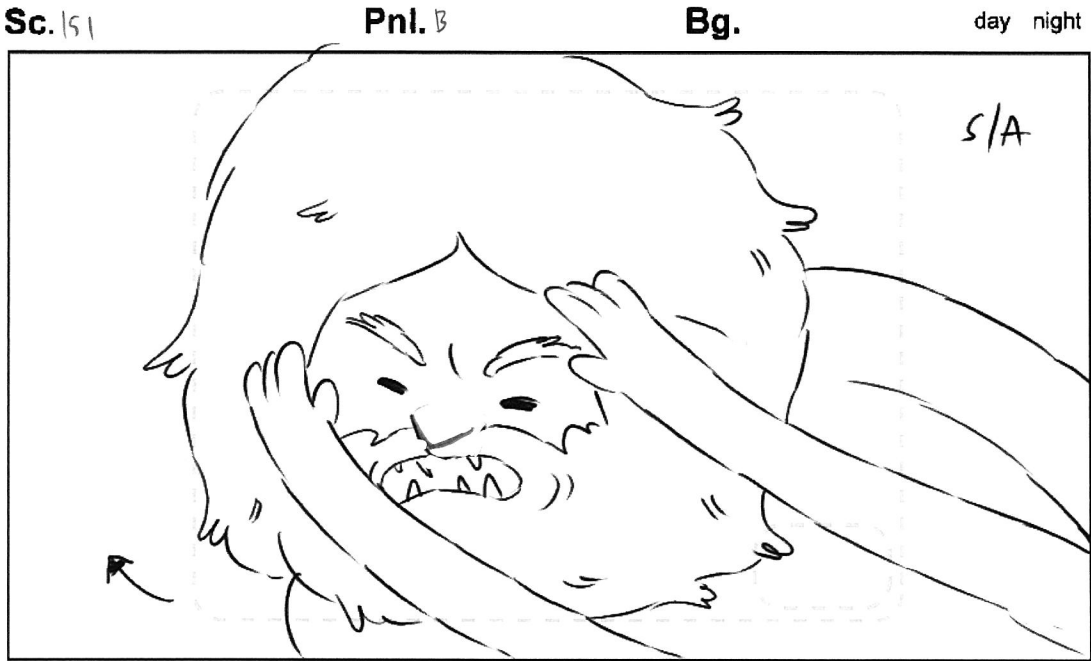
Action:

-J+IK STRAIN/ STRUGGLE.

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Dialog:	<u>IK</u> : RRRR!!	<u>IK</u> : RRRR!
Action:	- J. TURNS IK'S HEAD AWAY AND HIS NOSE SHRINKS.	- IK'S HEAD TURNS BACK AND HIS NOSE GROWS.
Timing:		

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 152	Pnl. A	Bg.	day night	Sc. 152	Pnl. B	Bg.	day night

Dialog:	F) ICE KING HOLD UP!	
Action:	(SP)	
Timing:		

ADVENTURE TIME

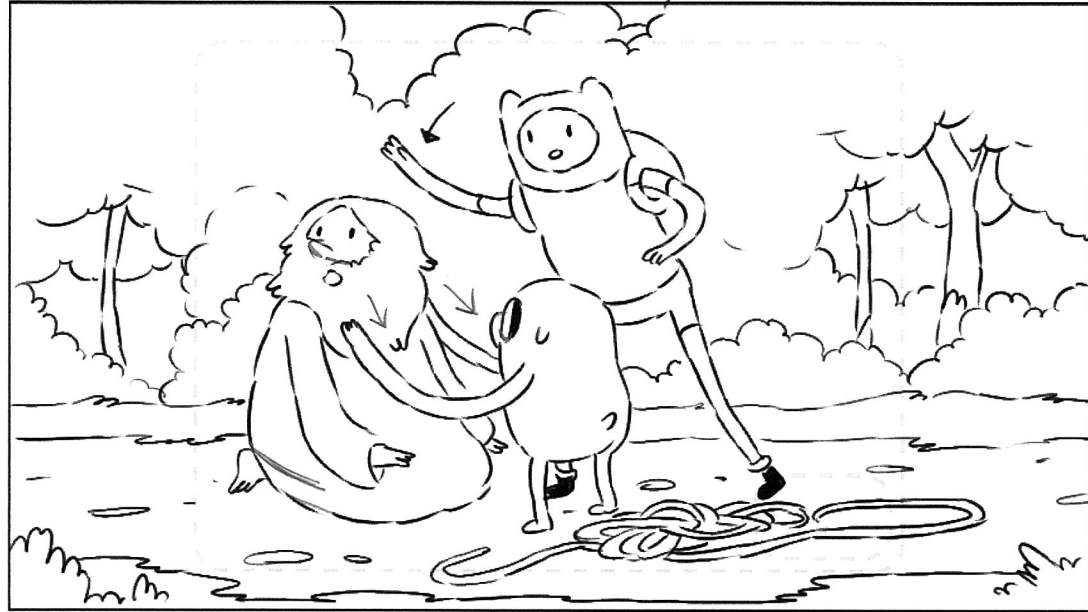


Sc. 153

Pnl. A

Bg.

day night

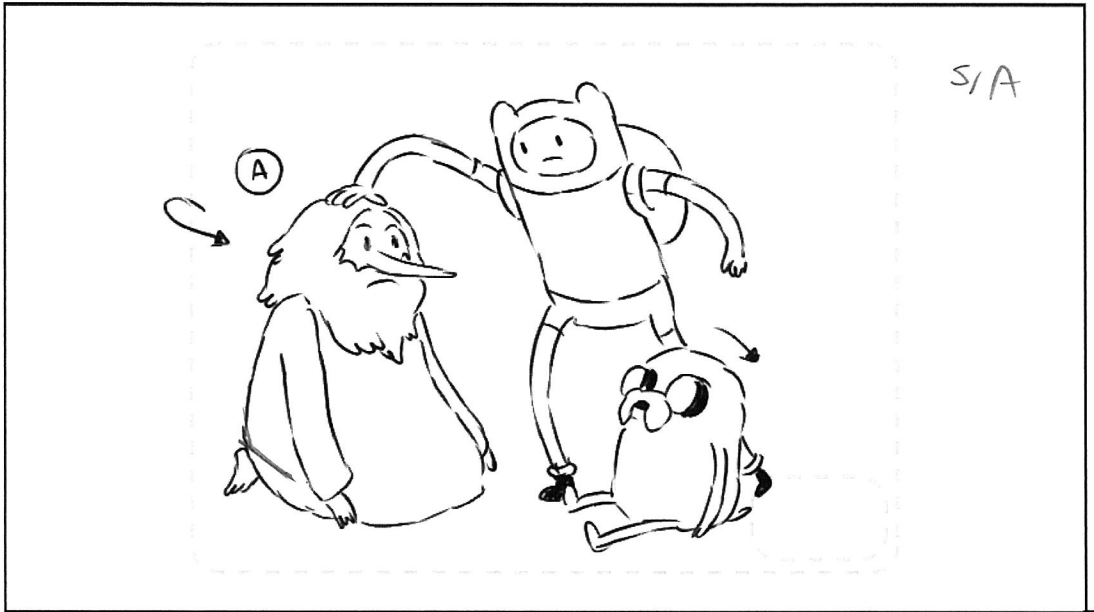


Sc. 153

Pnl. B

Bg.

day night



Dialog:	
Action:	- J. RELEASES IK. - F. GRABS IK'S HEAD AND TURNS IT. HIS NOSE GROWS. - J. SITS DOWN.
Timing:	

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ADVENTURE TIME



Sc. 153	Pnl. <	Bg.	day night	Sc. 154	Pnl. A	Bg.	day night

Dialog:	<u>I.K</u>) WHAT ARE YOU DOING ?
Action:	[CYCLE A, B, A, B]
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 154

Pnl. B

Bg.

day night

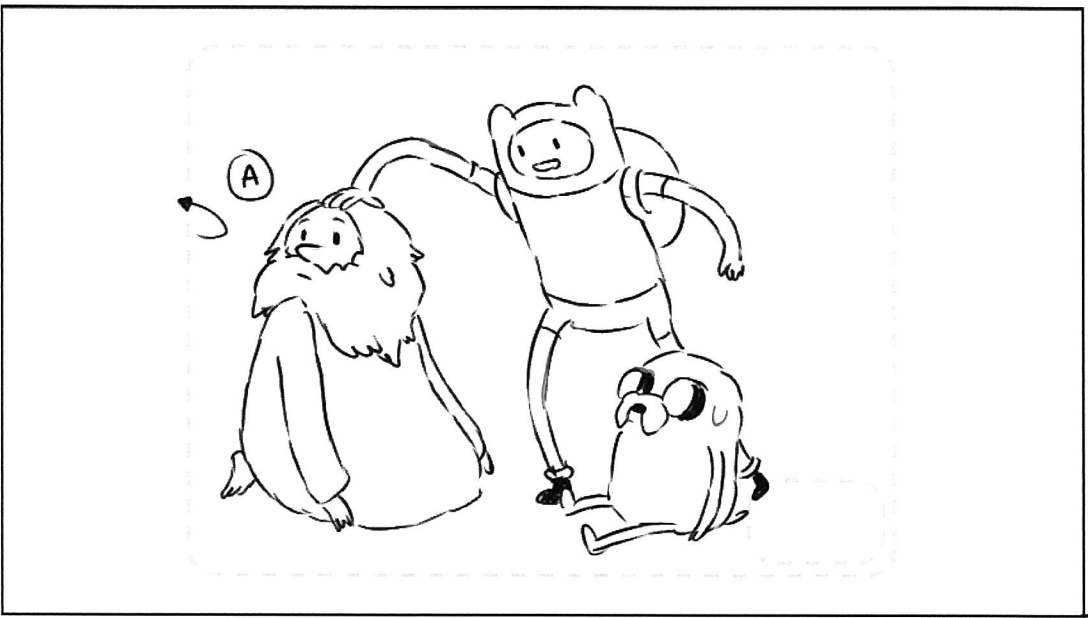


Sc. 155

Pnl. A

Bg.

day night



Dialog:

F) (O/S) YOU SEE THAT?

Action:

[CYCLE A,B , A,B]

(SP)

Timing:

ADVENTURE TIME



Sc. 155

Pnl. B

Bg.

day night

S/A

Sc. 156

Pnl. A

Bg.

day night

Dialog:

OH YEAH, YOU MEAN HIS SHNOZ! HEHE!

Action:

Timing:

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ADVENTURE TIME

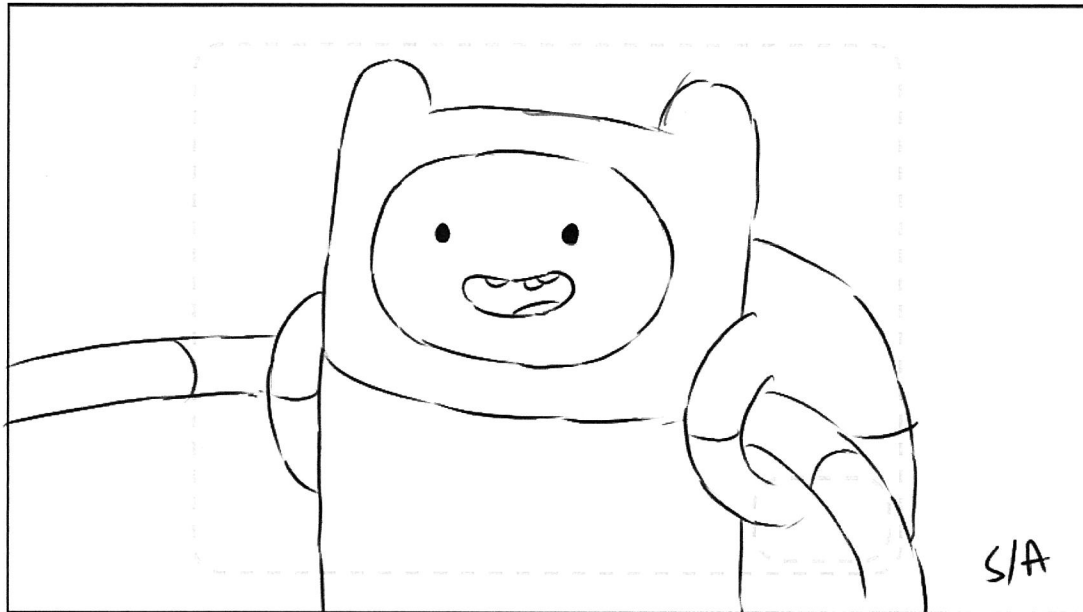


Sc. 157

Pnl. A

Bg.

day night

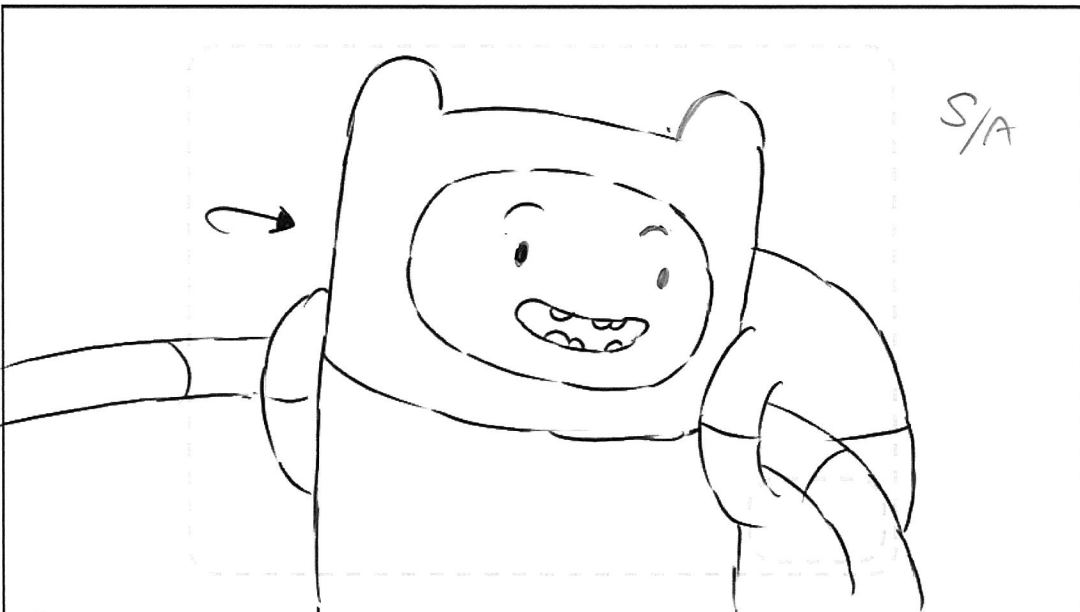


Sc. 157

Pnl. B

Bg.

day night



Dialog:

—F) I THINK IT DOES THAT
WHEN IT'S POINTING AT
THE CROWN.

—F) LIKE A BIG OL' NOSE
COMPASS!

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 158

Pnl. A

Bg.

day night



Sc. 158

Pnl. B

Bg.

day night



Dialog:	<u>I.K)</u> I STILL DON'T GET IT /	SFX: *WOOP *
Action:	- J. TURNS I.K'S HEAD AND HIS NOSE GROWS.	
Timing:		

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ADVENTURE TIME



Sc. 158	Pnl. C	Bg.	day night	Sc. 159	Pnl. A	Bg.	day night

Dialog:	→ I.K) OHHH ! OKAY !!
Action:	-IK CROSSES EYES TO LOOK AT NOSE.
Timing:	

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Production :

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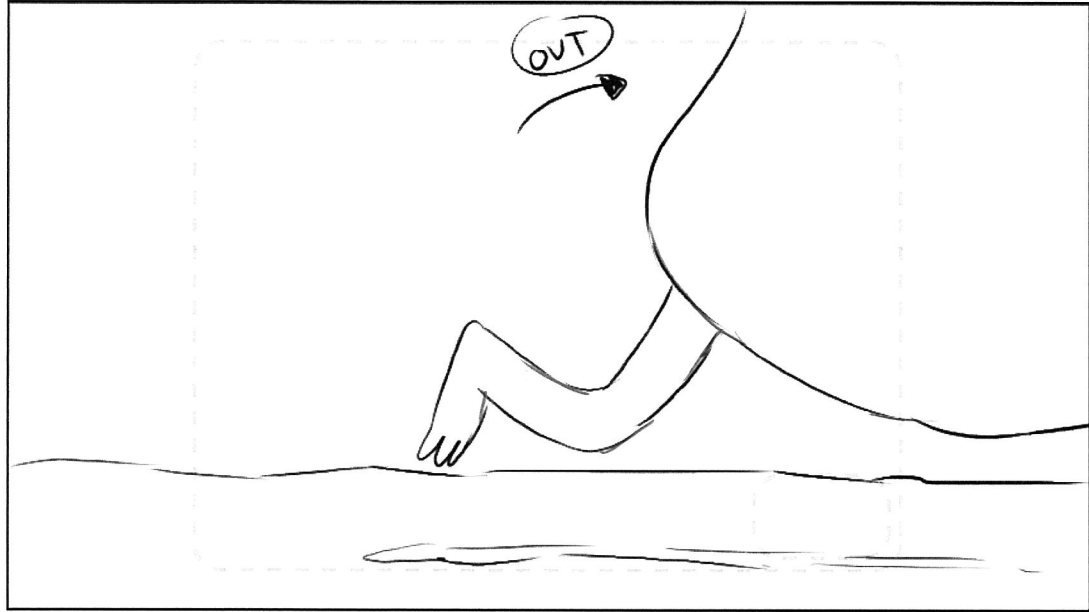


Sc. 159

Pnl. B

Bg.

day night



Sc. 160

Pnl. A

Bg.

day night



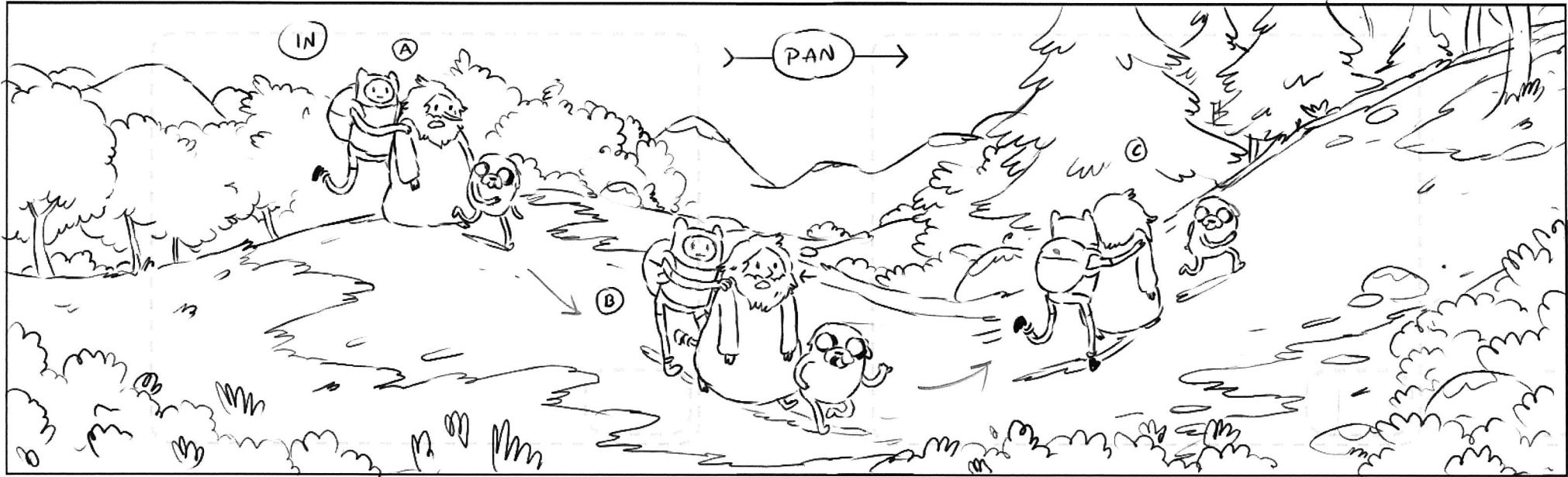
Dialog:	3, (O/S) HOT,
Action:	- IK BOUNDS OFF/S. <div>SP</div>
Timing:	

Production : 1034-221 EPISODE #

ADVENTURE TIME



Sc. 160 Pnl. B Bg. day night



Dialog:	J) HOT , COLD , COLD ... HOT , HOT !	
Action:	{ (B) NOSE SHRINK }	{ (C) NOSE GROWS }
Timing:		

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ADVENTURE TIME



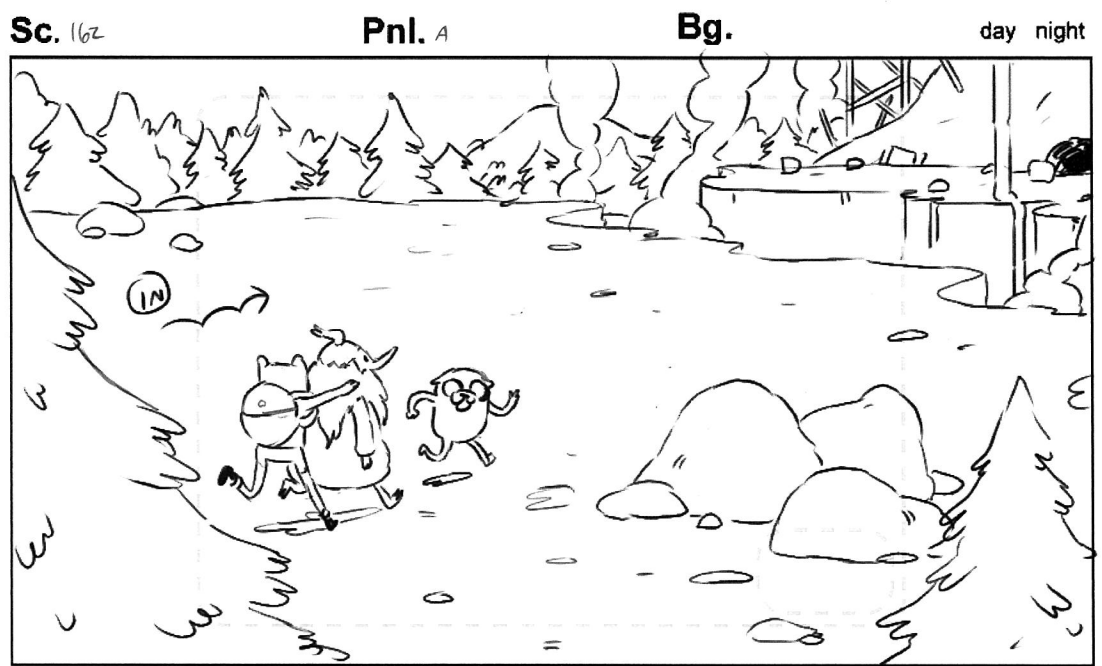
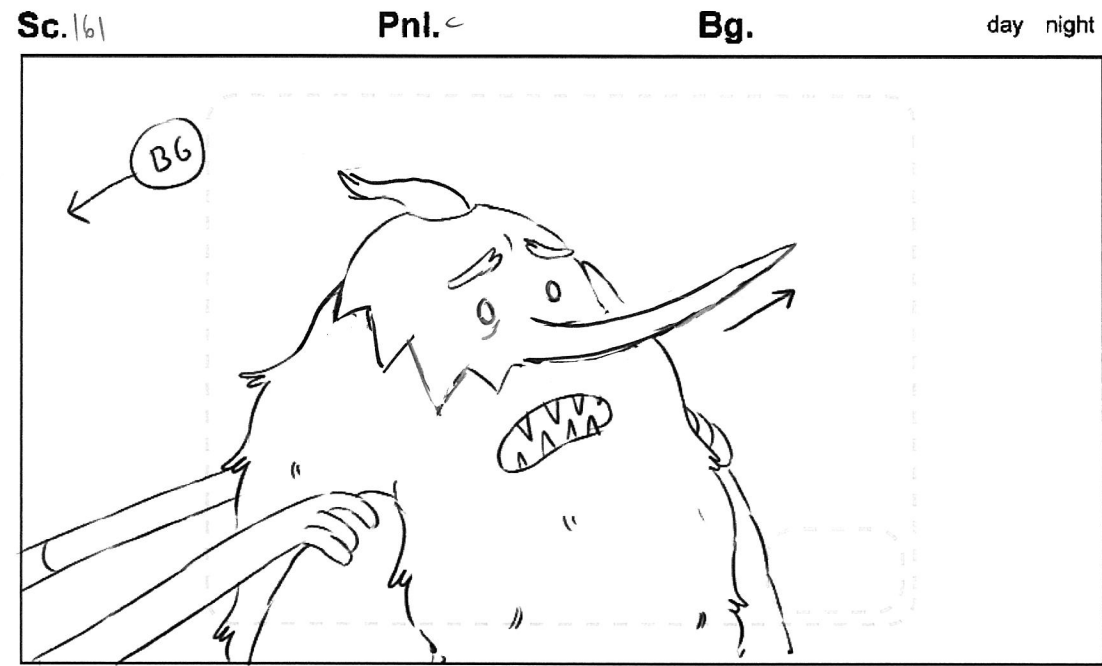
Sc. 161	Pnl. A	Bg.	day night	Sc. 161	Pnl. B	Bg.	day night

Dialog:	3) (o/s) HOTTER.
Action:	- IK'S HAIR SHRINKS - IK'S NOSE GETS LONGER
Timing:	

EPISODE # 1034-221
Production :

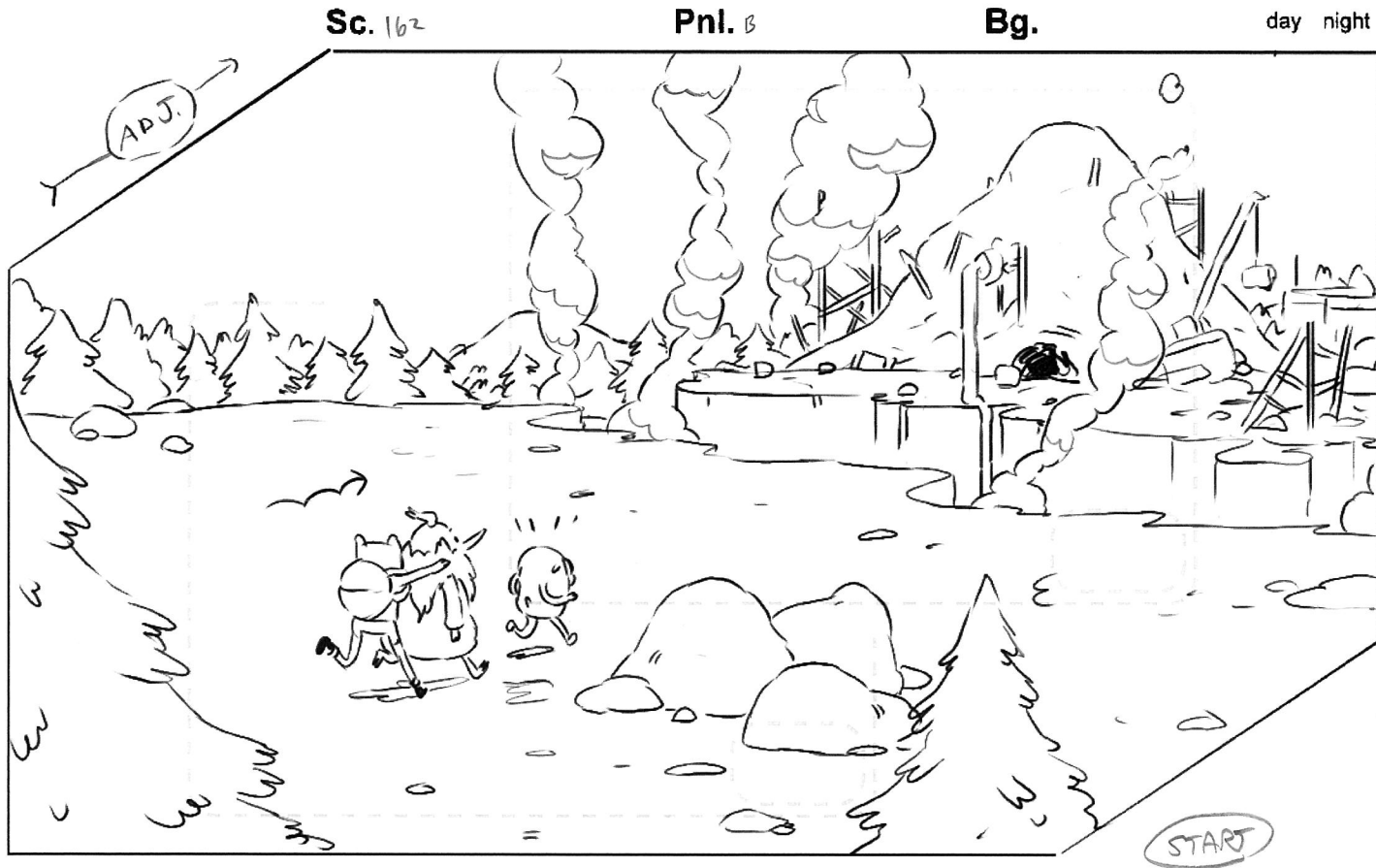
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ADVENTURE TIME



Dialog:	J) (O/S) SCORCHIN !	
Action:	- IK'S NOSE AND HAIR RETURN TO NORMAL LENGTH.	- F, J, IK RUN OUT OF TREES.
Timing:		

EPISODE # 1034-221
Production :



Page 258

Pnl.

Bg.

day night

Dialog:

3) WHOA!

Action:

-PAN UP TO CAVE, LAVA RIVER.

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

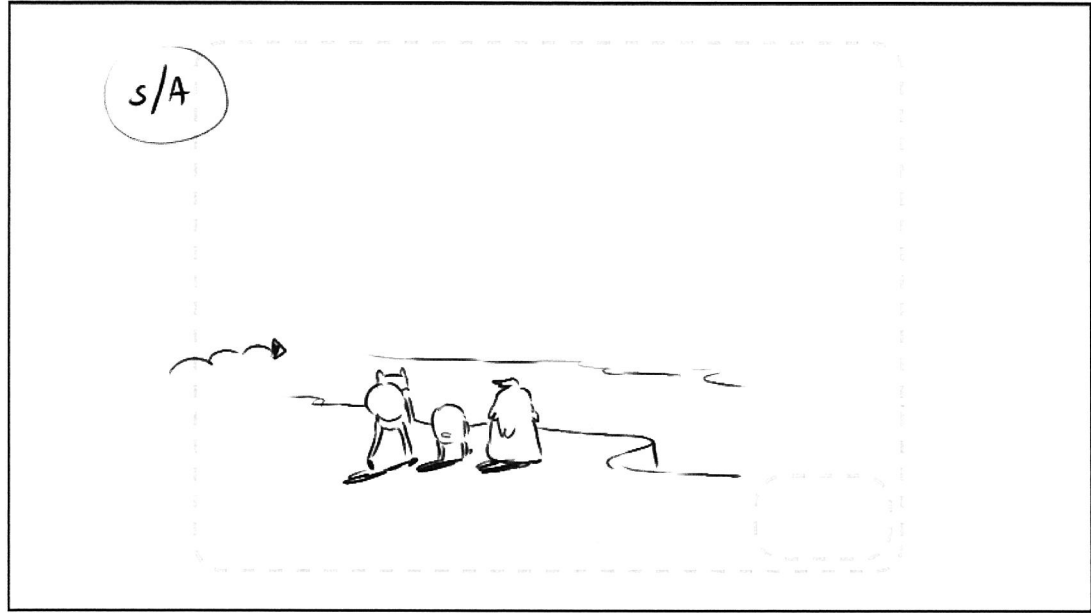


Sc. 162

Pnl. c

Bg.

day night

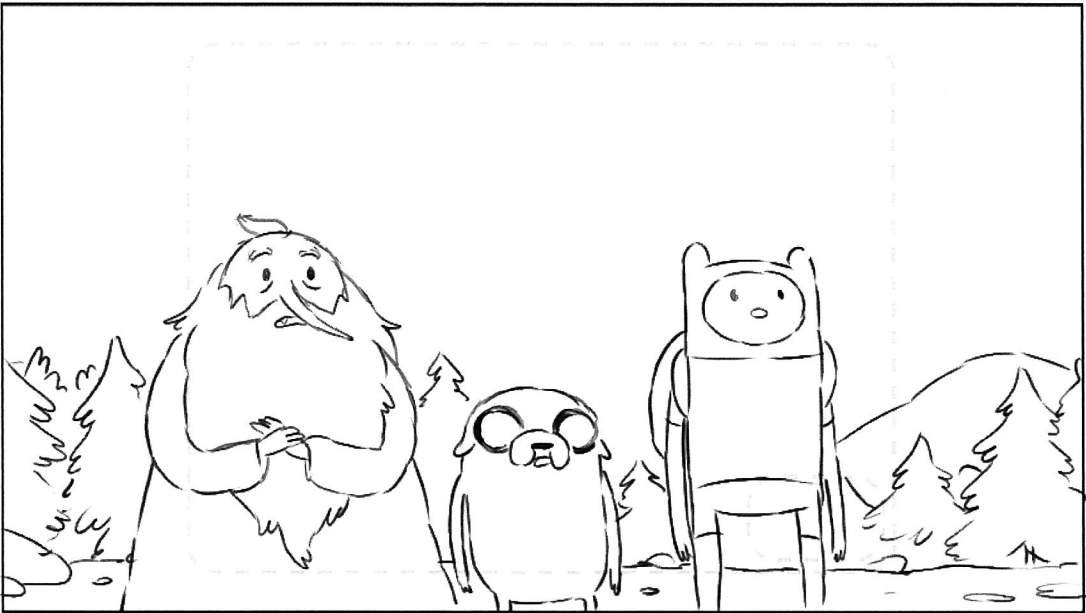


Sc. 163

Pnl. 1

Bg.

day night



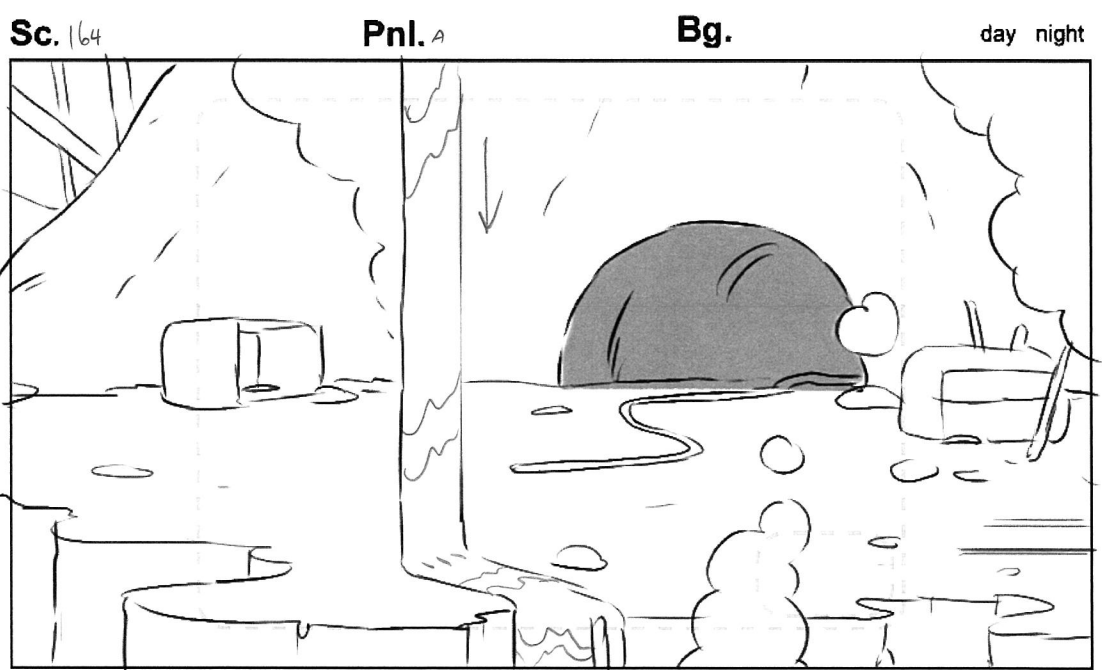
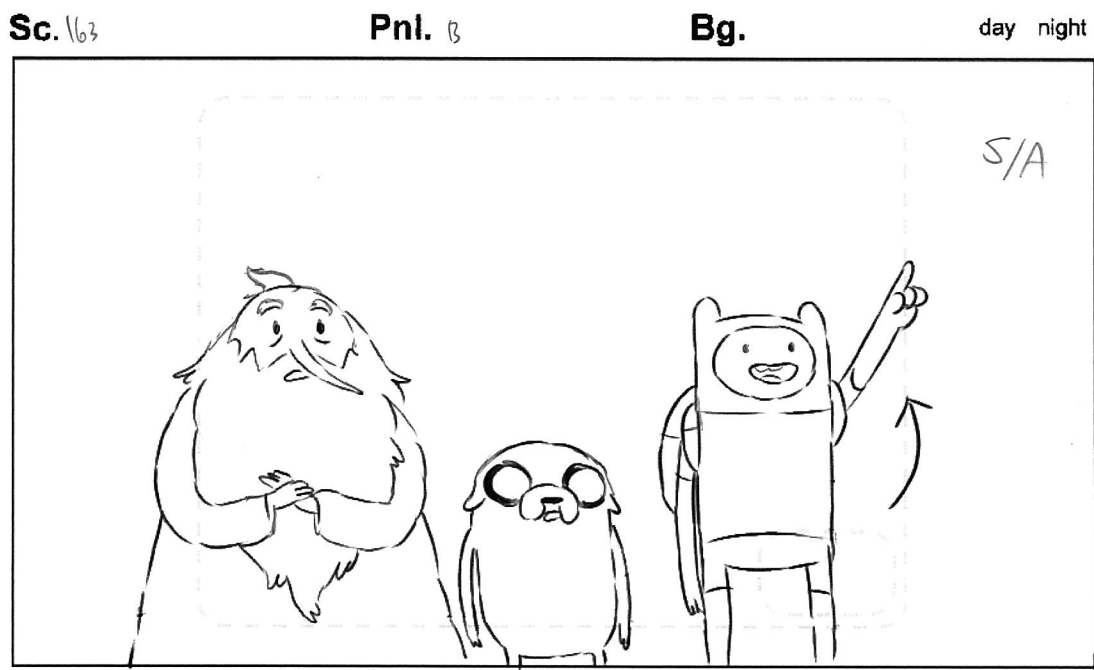
Dialog:
F) THIS MUST BE THE PLACE!
Action:
SP
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Dialog:	F) AND LOOK ! THE REST OF THE STRING LEADS INTO THAT CAVE
Action:	
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	Sc. 164	Pnl. 8	Bg.	day night
Dialog:						
SFX) (DUBBLY LAVA)						
Action:						
(PAN DOWN TO LAVA BUBBLING)						
Timing:						

EPISODE # 1034-221

Production :

ADVENTURE TIME

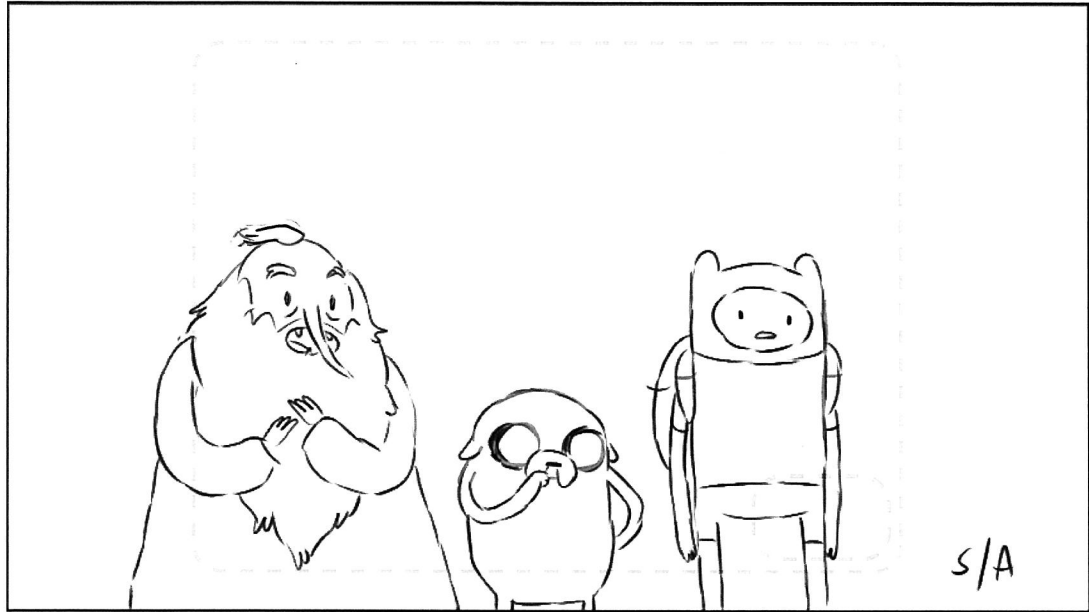


Sc. 165

Pnl. A

Bg.

day night

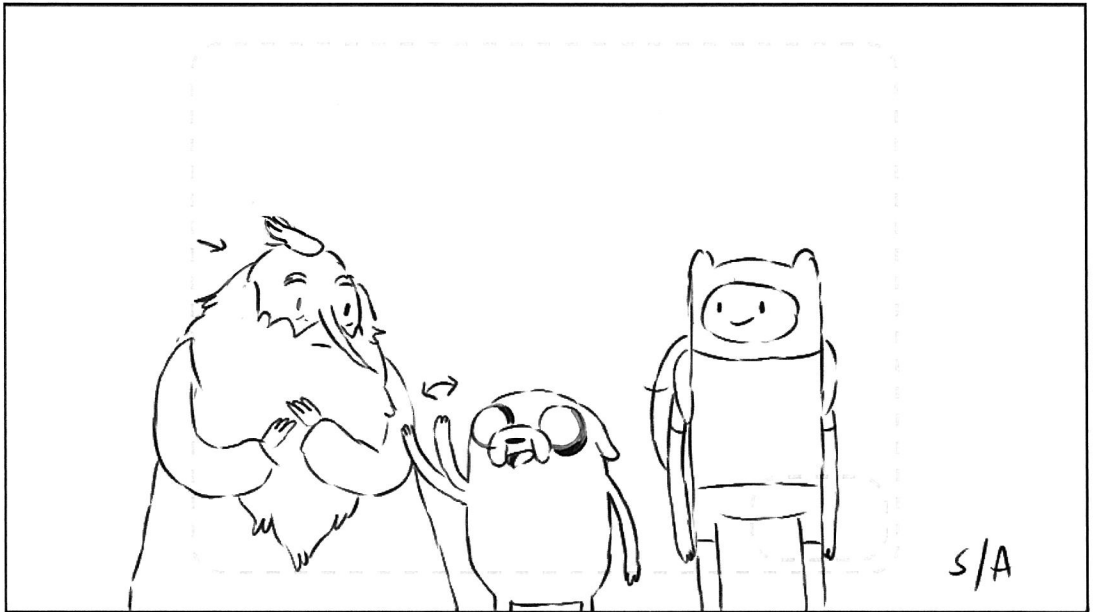


Sc. 165

Pnl. B

Bg.

day night



Dialog:

1.K) LAVA! I CAN'T CROSS THAT
— I'LL GET HOT FEET !!

J) NAAH, DON'T WORRY --

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

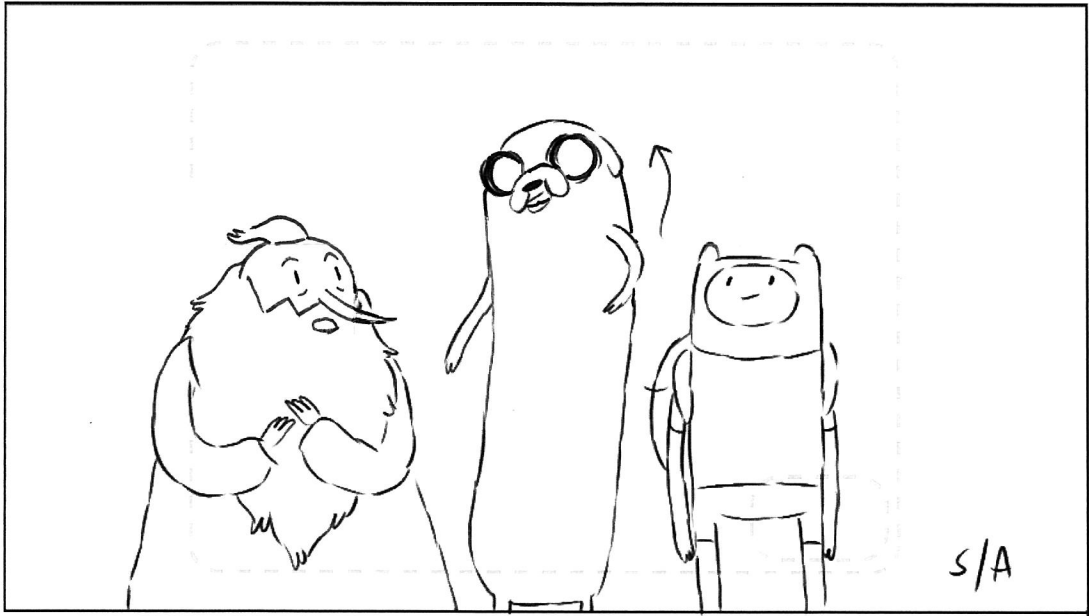


Sc. 165

Pnl. C

Bg.

day night



Dialog:

J) -- I'LL STRETCH ACROSS

Action:

- J. STRETCHES UP.
- PAN w/ JAKE

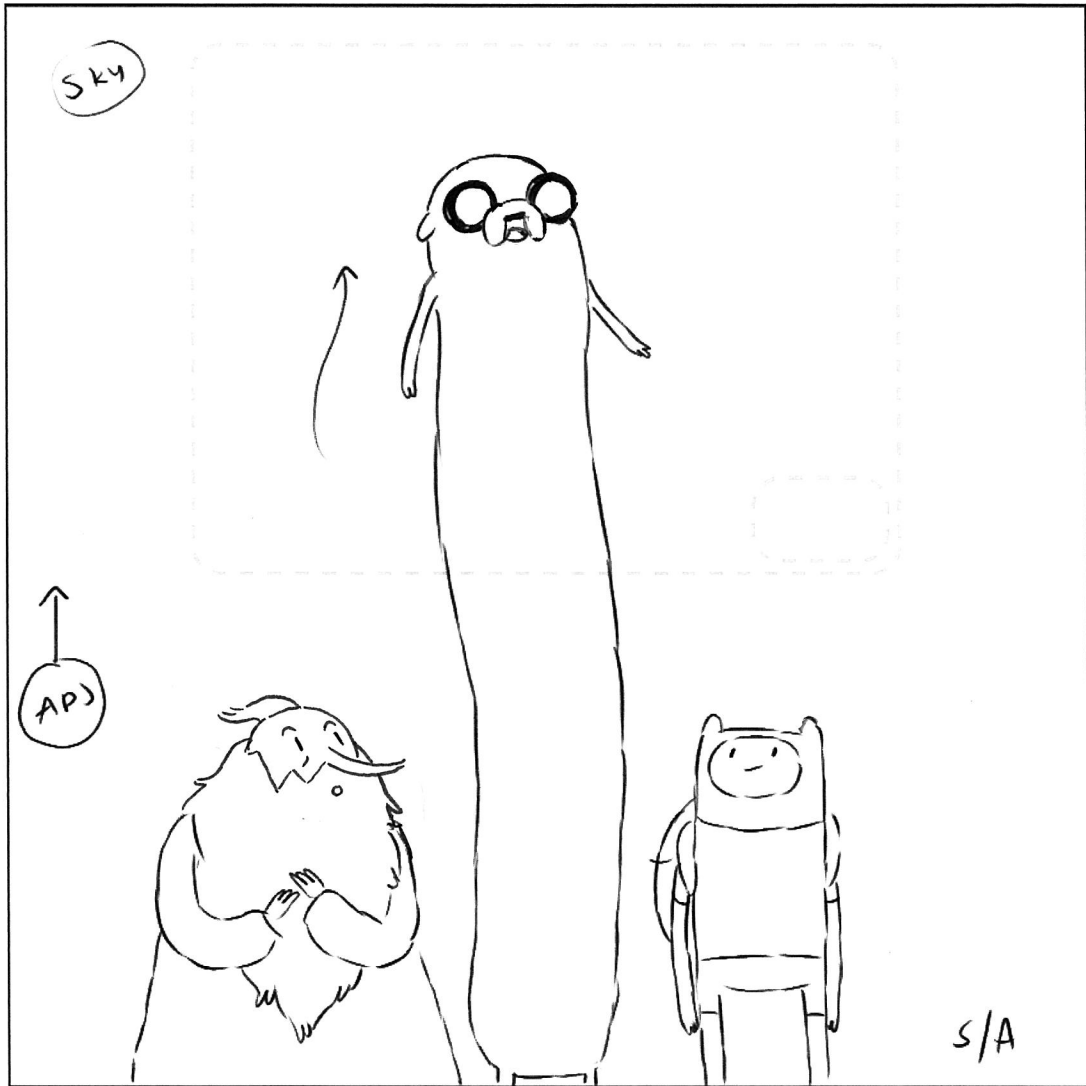
Timing:

Sc. 165

Pnl. D

Bg.

day night



1034-221

EPISODE #

Production :

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ADVENTURE TIME



Sc. 165	Pnl. E	Bg.	day night	Sc. 165	Pnl. F	Bg.	day night
S/A				S/A			

Dialog:	J: IT'LL BE A CAKEWALK!	I.K / (O/S) NOOO!
Action:	[JAKE TRANSFORMS INTO A CAKE]	
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 166	Pnl. A	Bg.	day night	Sc. 166	Pnl. B	Bg.	day night

Dialog:	I.K) GUNTER IS MY GUNTER.	I.K) THAT MEANS I HAVE TO SAVE
Action:		
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME

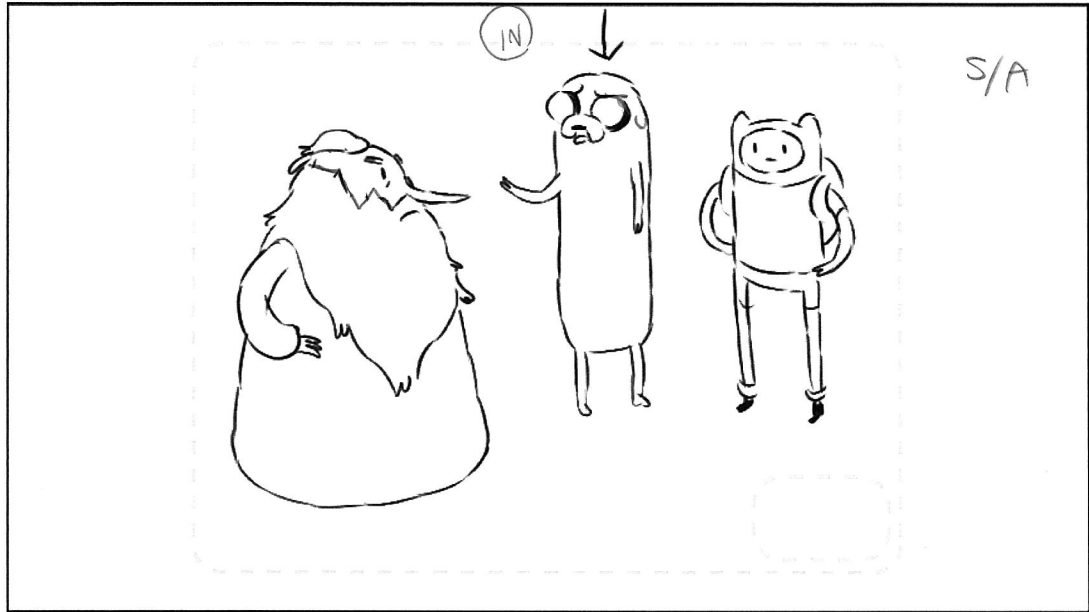


Sc. 166

Pnl. C

Bg.

day night

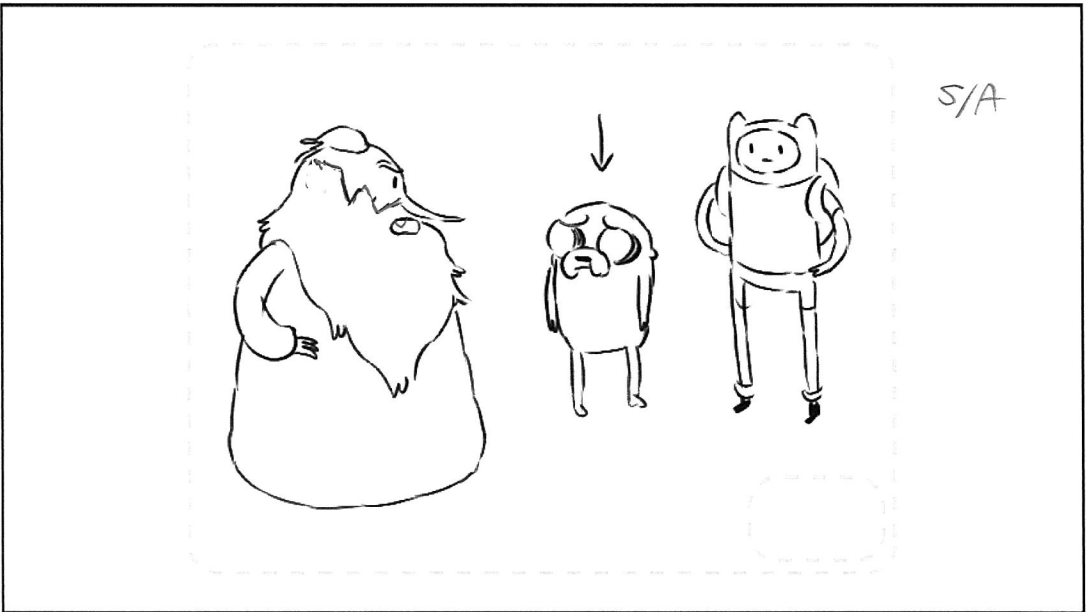


Sc. 166

Pnl. D

Bg.

day night



Dialog:

J) WHAT ? THAT DOESN'T EVEN - /

I.K) YOU CAN'T HAVE MY GUNTER

Action:

- J. STRETCHES DOWN ON/S.

Timing:

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ADVENTURE TIME



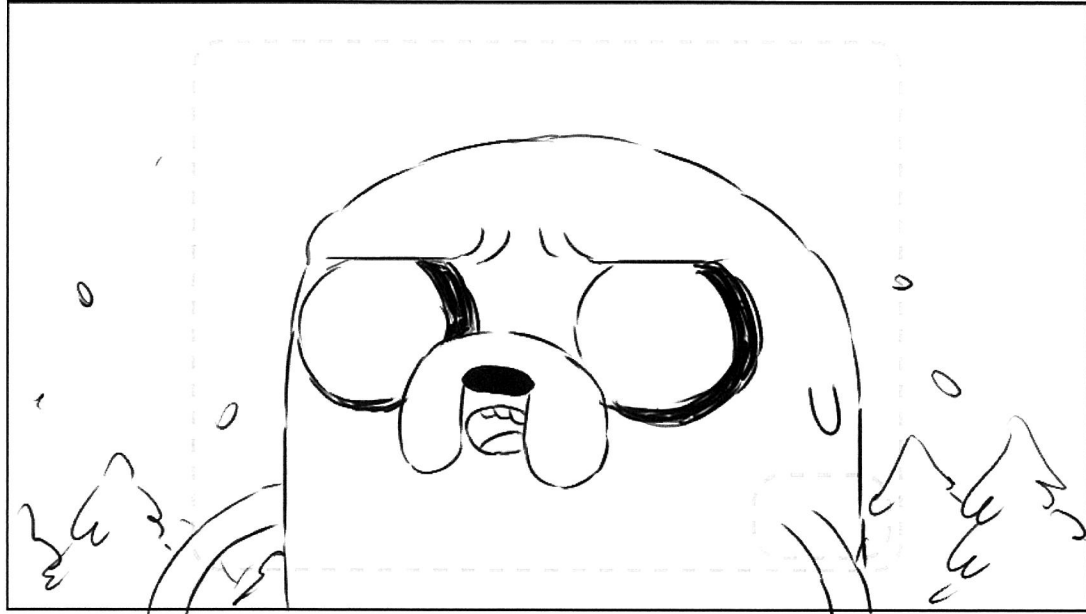
Page 267

Sc. 167

Pnl. A

Bg.

day night



Sc. 167

Pnl. B

Bg.

day night



Dialog:

O, I DON'T WANT
YOUR GUNTER

O, I JUST WANNA HELP !

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

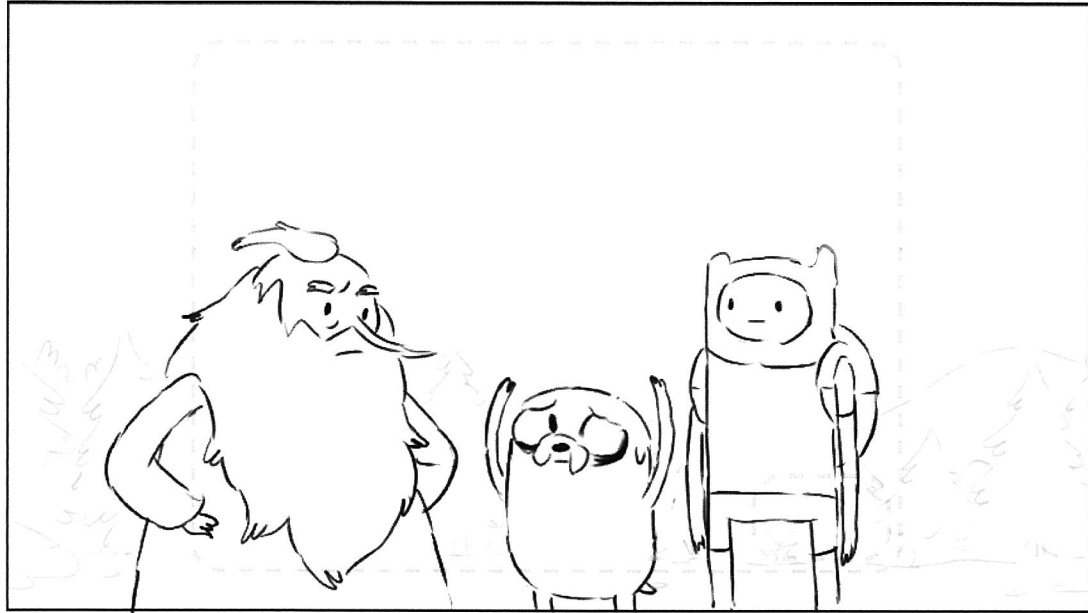


Sc. 168

Pnl. A

Bg.

day night

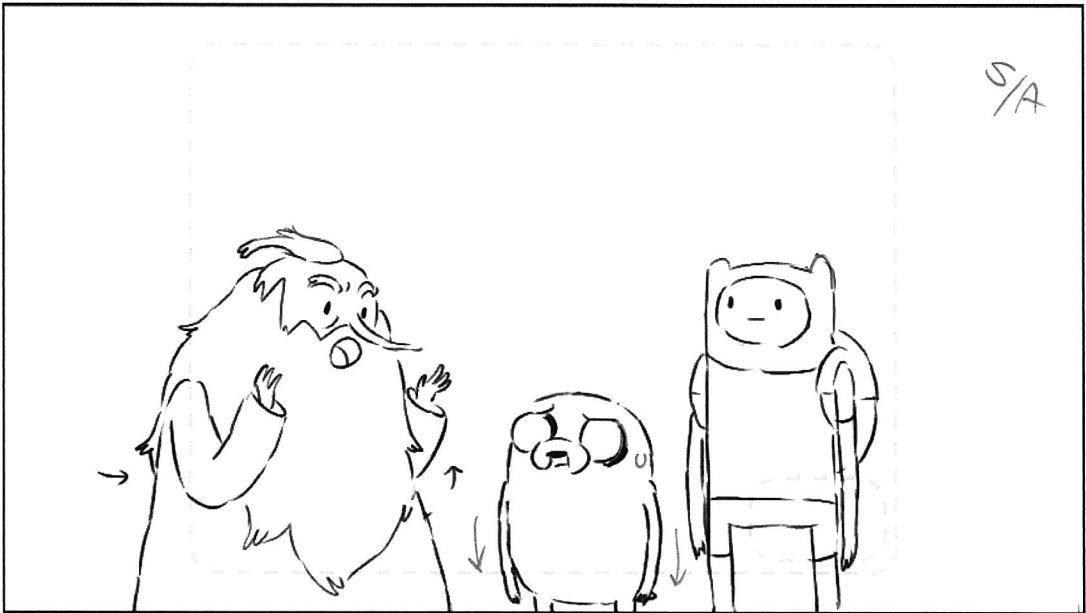


Sc. 168

Pnl. B

Bg.

day night



Dialog:

I.K) BEING RESCUED IS AN IMPORTANT
BONDING EXPERIENCE ! --

Action:

SP

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 168

Pnl. c

Bg.

day night

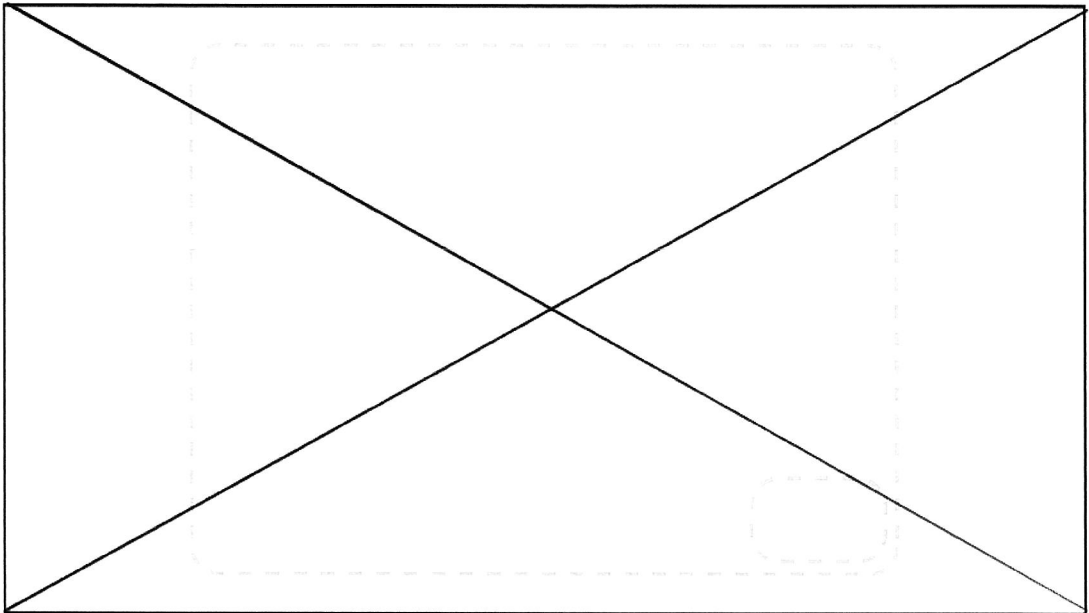


Sc.

Pnl.

Bg.

day night



Dialog:

1.K) -- IT HAS TO BE ME!

Action:

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 168	Pnl. D	Bg.	day night	Sc. 168	Pnl. E	Bg.	day night

Dialog:	J) FIINN ~ (LIKE A WHINY CHILD)	F) I KNOW BUDDY.
Action:	[I.K.'S HAIR + BEARD BLOWS HEROICALLY (- NO NEED TO FOLLOW THIS EXACT PATTERN)]	
Timing:		

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ADVENTURE TIME



Page 221

Sc. 168

Pnl. F

Bg.

day night



Sc. 168

Pnl. G

Bg.

day night



Dialog:

F) ^(A) LISTEN, SIMON. AS A FELLOW ANIMAL LOVER, I RESPECT YOUR PASSION. ^(B)

Action:

Timing:



F) WE'LL HANG BACK

^(A) FINN STARTS TO PUSH JAKE.

^(B) CAMERA "CATCHES ON TO" FINN WHEN HE'S IN CENTER.



221 EPISODE # 1034-221

Production :

ADVENTURE TIME

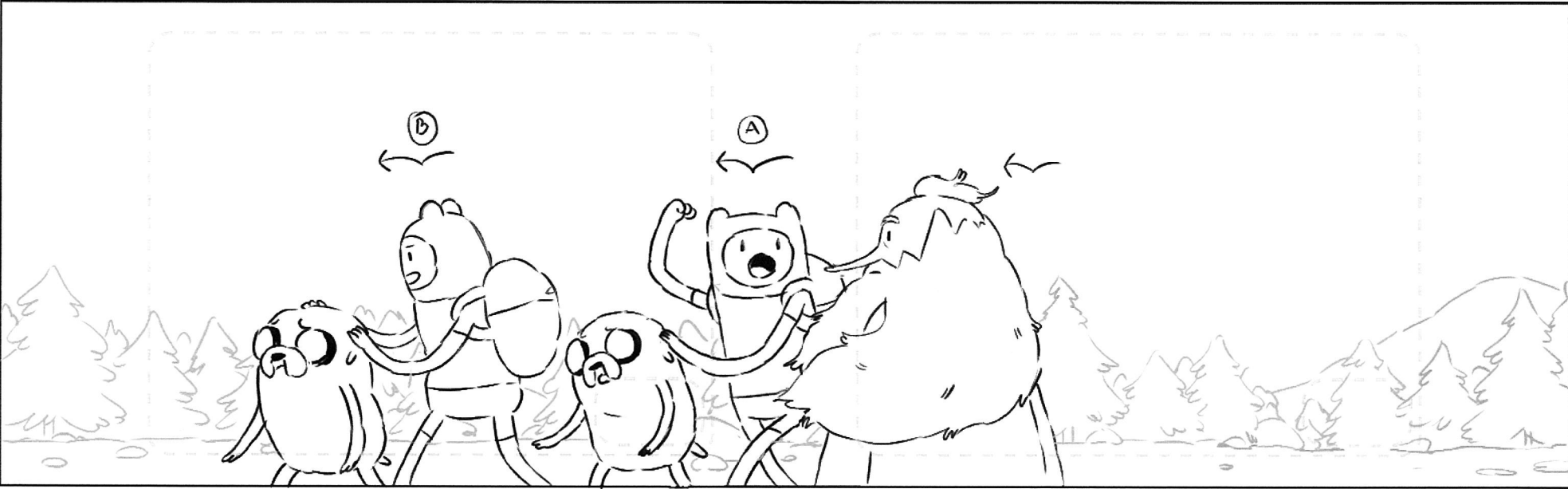


Sc. 168

Pnl. H

Bg.

Sc. day night



Dialog:	<p>F: YOU CAN DO IT! B COME ON, JAKE.</p>
Action:	<p>-F+J WALK PAST ICE KING.</p> <p>-PAN w/ F+J</p>
Timing:	

Production : 1034-221 EPISODE #

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ADVENTURE TIME



Sc. 169

Pnl. A

Bg.

day night

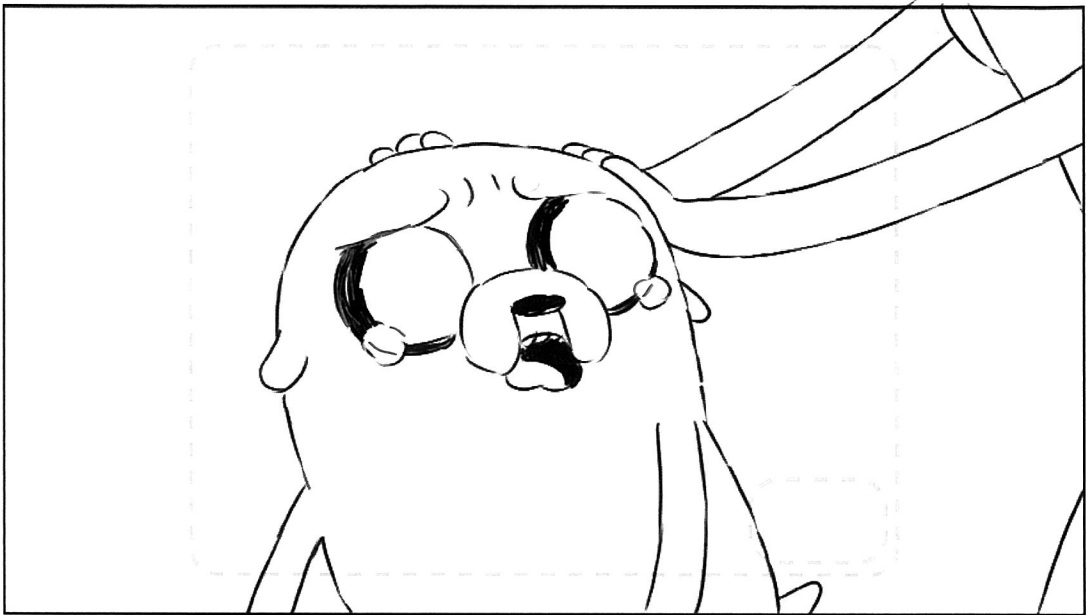


Sc. 169

Pnl. B

Bg.

day night



Dialog:

—J, BUT WHAT ABOUT GUNTER?!

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

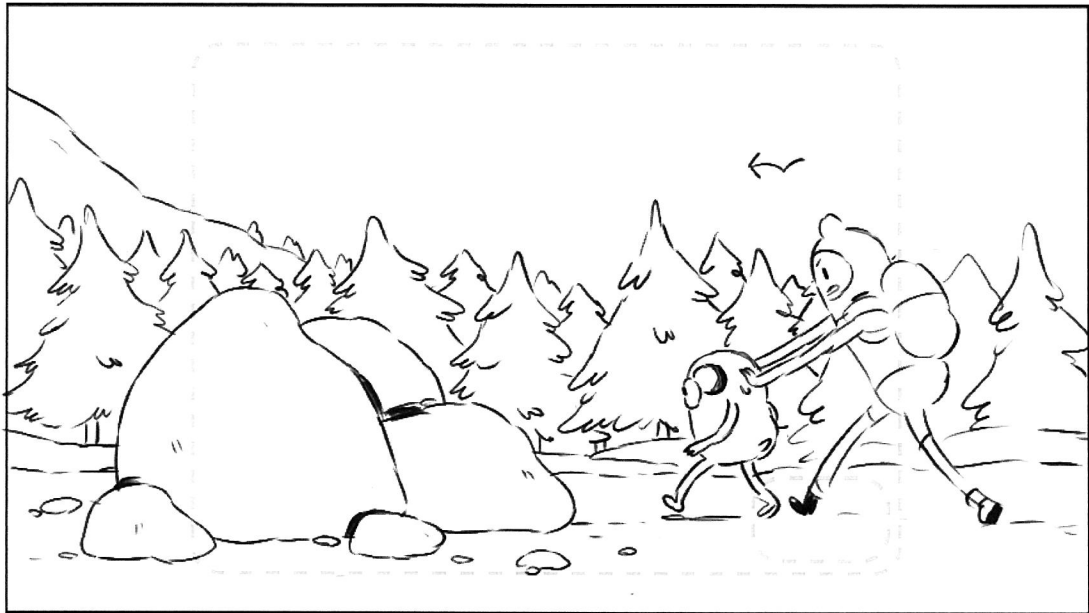


Sc. 170

Pnl. A

Bg.

day night

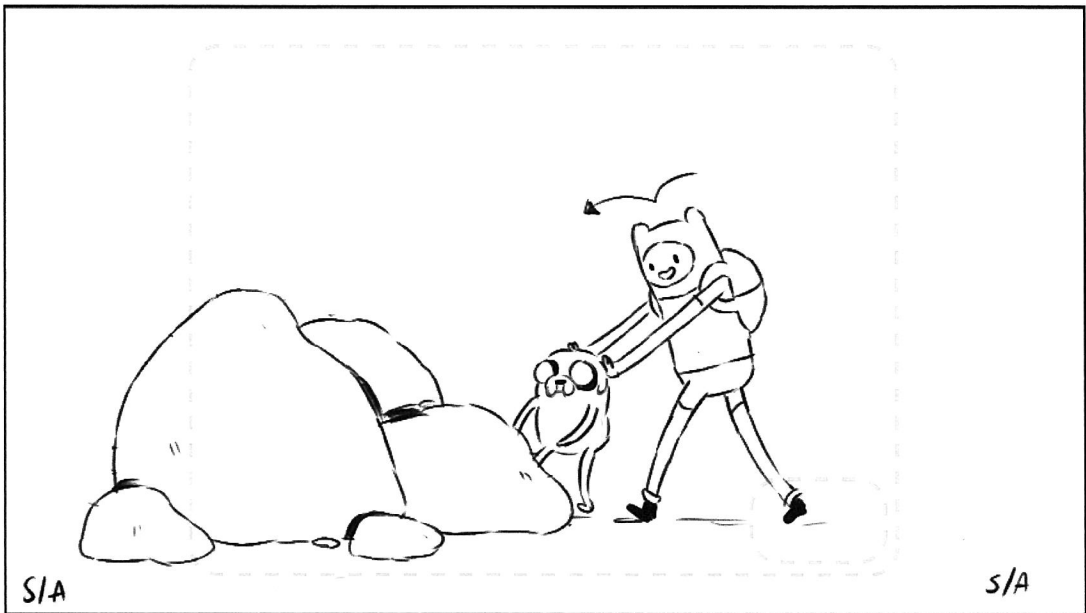


Sc. 170

Pnl. B

Bg.

day night



Dialog:

F: WE'LL LET HIM TRY
TO CROSS...

F) HE'LL GIVE UP IN SECONDS,
THEN WE'LL JUMP IN AND HELP.

Action:

(SP)

-F+J WALK BEHIND ROCK

Timing:

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ADVENTURE TIME



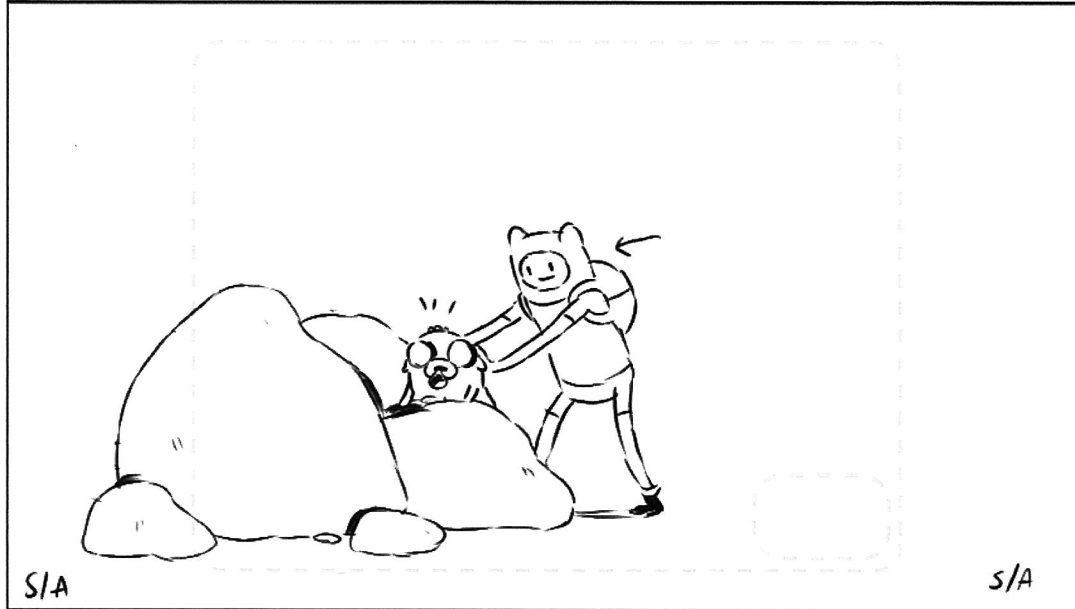
Page 276

Sc. 170

Pnl. C

Bg.

day night

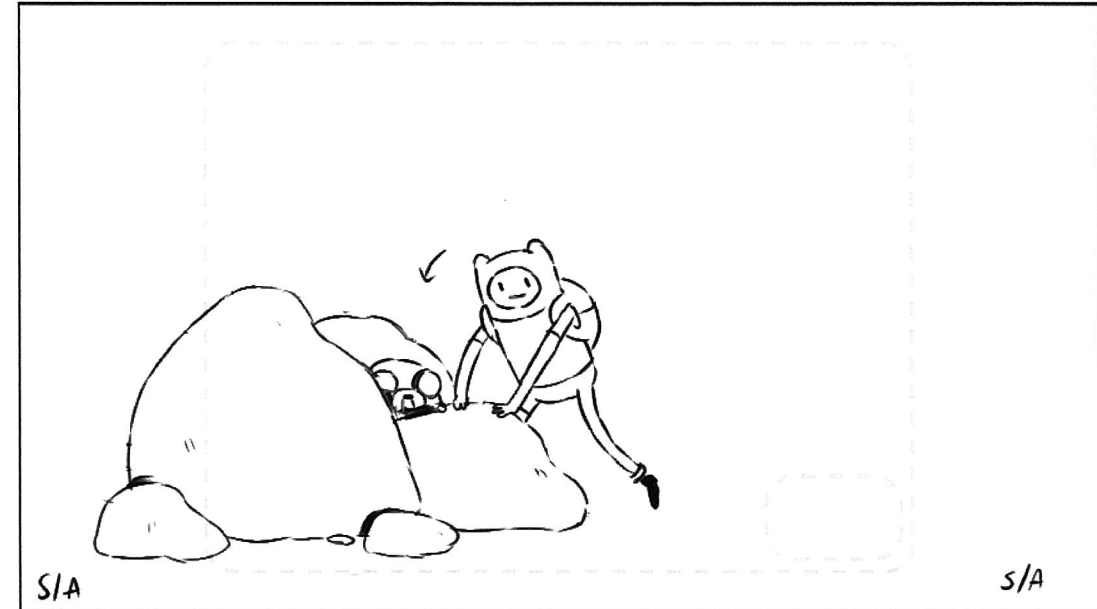


Sc. 170

Pnl. D

Bg.

day night



Dialog:

J. OH!

Action:

-J. DUCKS DOWN

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME

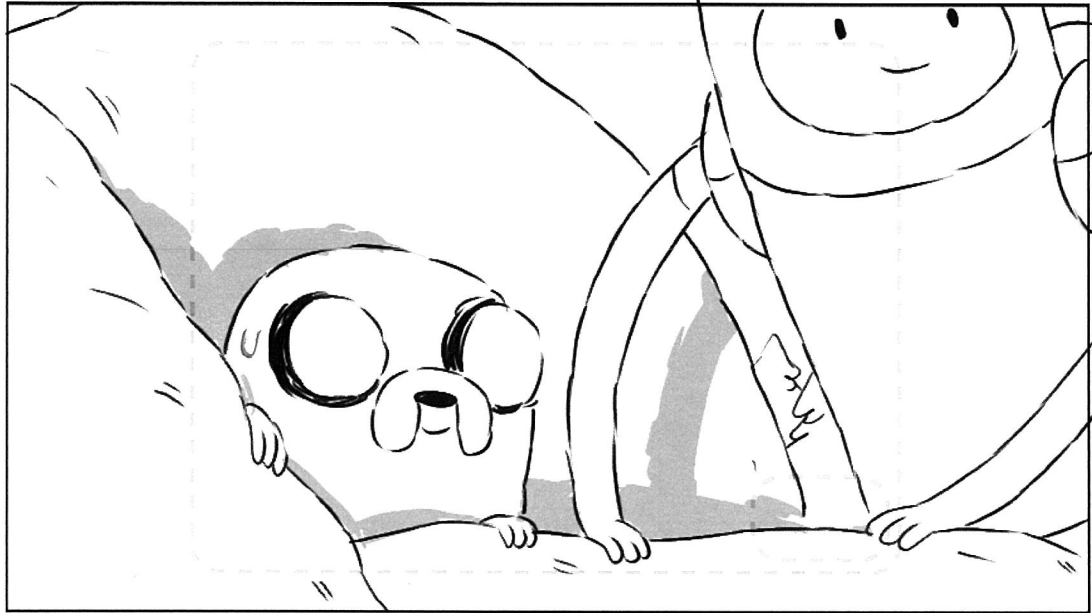


Sc. 171

Pnl. A

Bg.

day night

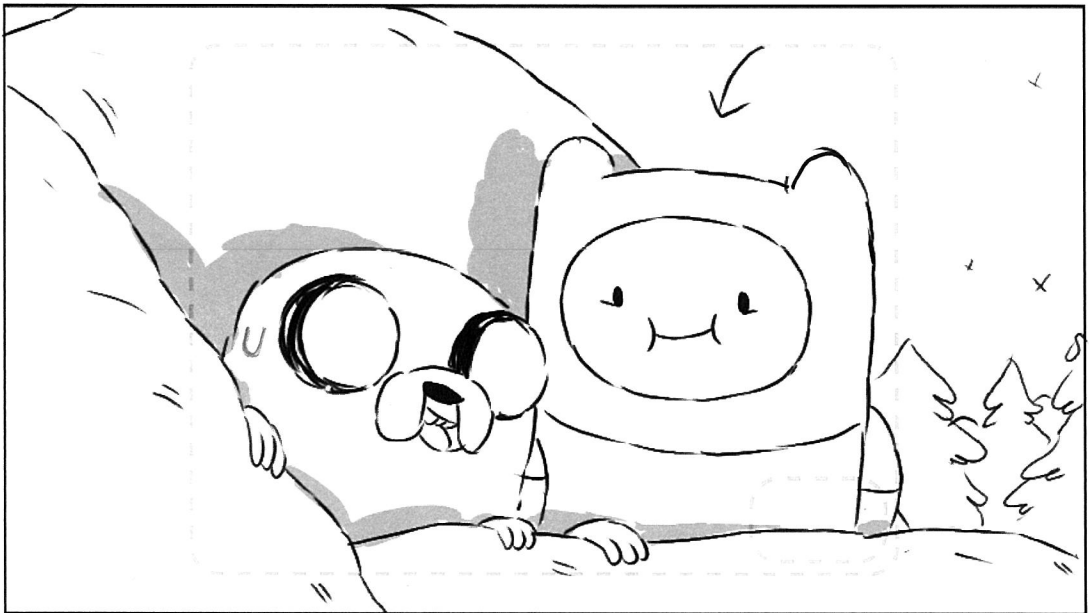


Sc. 171

Pnl. B

Bg.

day night



Dialog:

J) OH FINN, YOU'RE SO
SMART.

Action:

SP

Timing:

ADVENTURE TIME

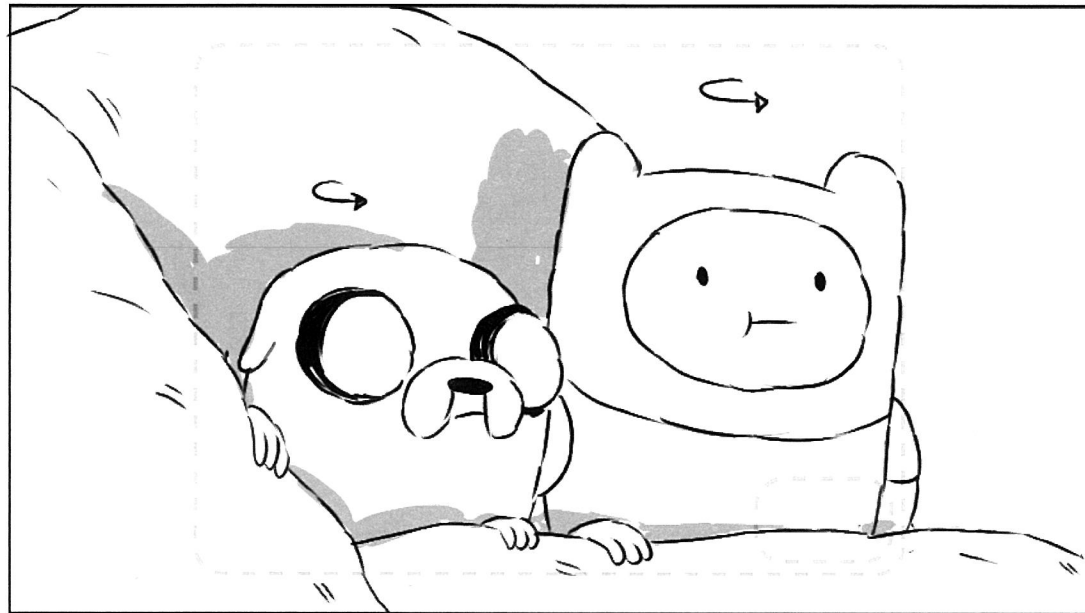


Sc. 171

Pnl. C

Bg.

day night

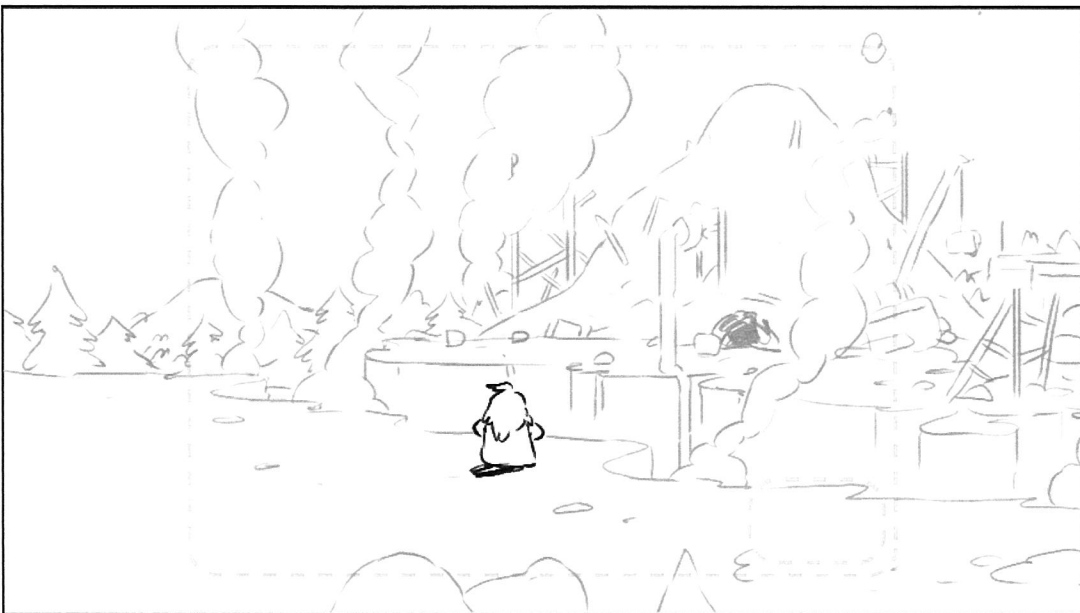


Sc. 172

Pnl. A

Bg.

day night



Dialog:
Action: - F, J TURN TO WATCH.
Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 173

Pnl. A

Bg.

day night



Sc. 173

Pnl. B

Bg.

day night



Dialog:

I.K) OK GUNTER, HERE I COME !

Action:

SP

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME

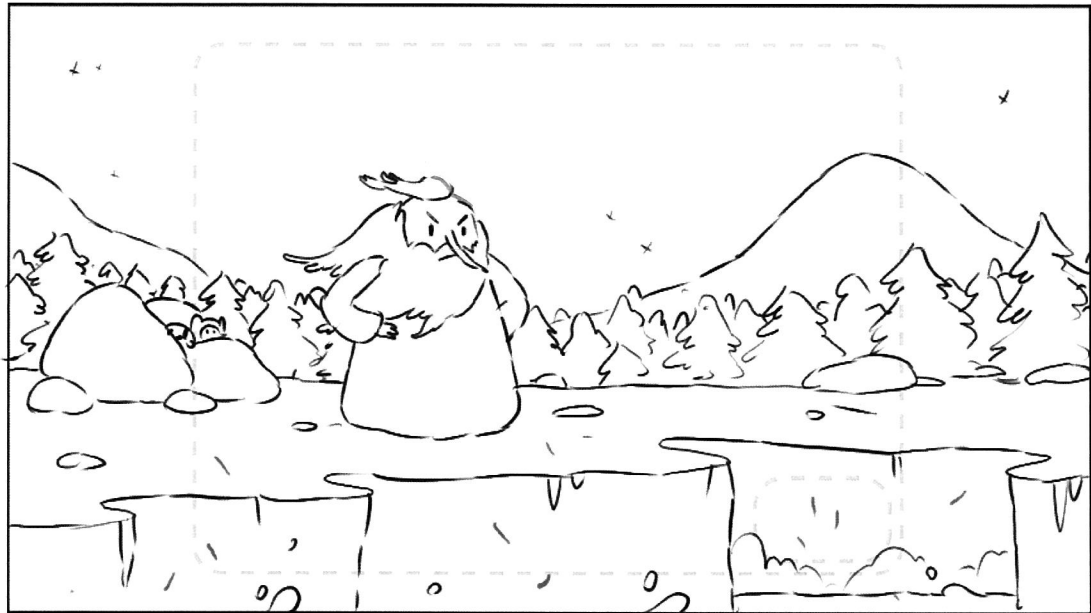


Sc. 174

Pnl. A

Bg.

day night

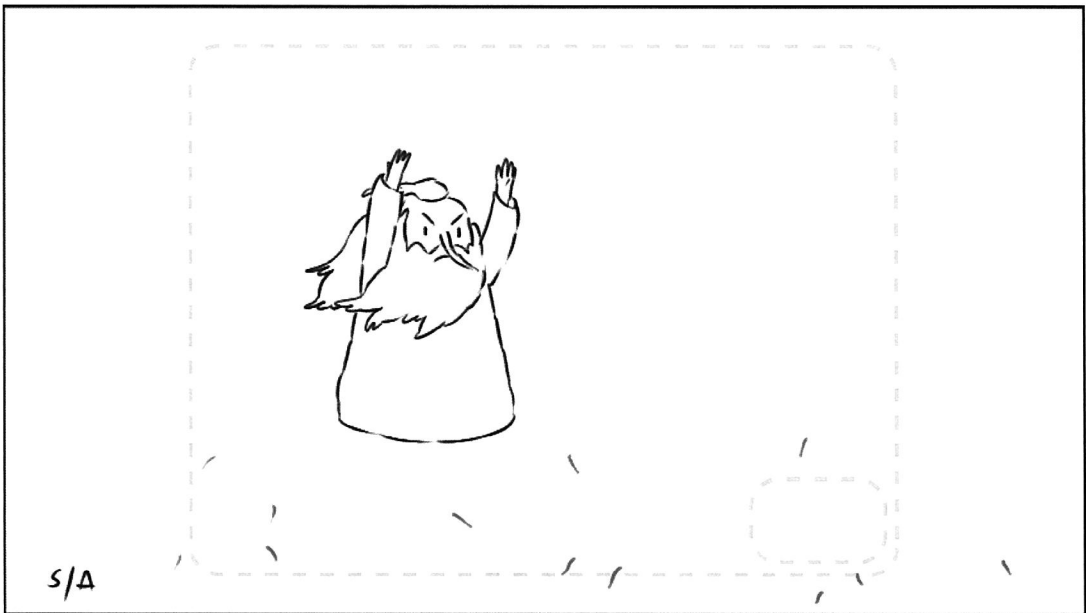


Sc. 174

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 174

Pnl. C

Bg.

day night



Sc. 174

Pnl. D

Bg.

day night



Dialog:

I.K / FREEZE !!!

Action:

- I.K TRIES TO CAST ICE MAGIC.

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 175	Pnl. A	Bg.	day night	Sc. 176	Pnl. A	Bg.	day night

Dialog:
Action: [CLOSE UP OF BUBBLING LAVA] - NOTHING HAPPENS.
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 176

Pnl. 8

Bg.

day night



Sc. 177

Pnl. A

Bg.

day night



Dialog:
Action: -IK LETS HIS ARMS DROP.
Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 177

Pnl. B

Bg.

day night



Sc. 178

Pnl. A

Bg.

day night



Dialog:

Action:

-He LOOKS DETERMINED.

Timing:



EPISODE # 1034-221

Production :

ADVENTURE TIME

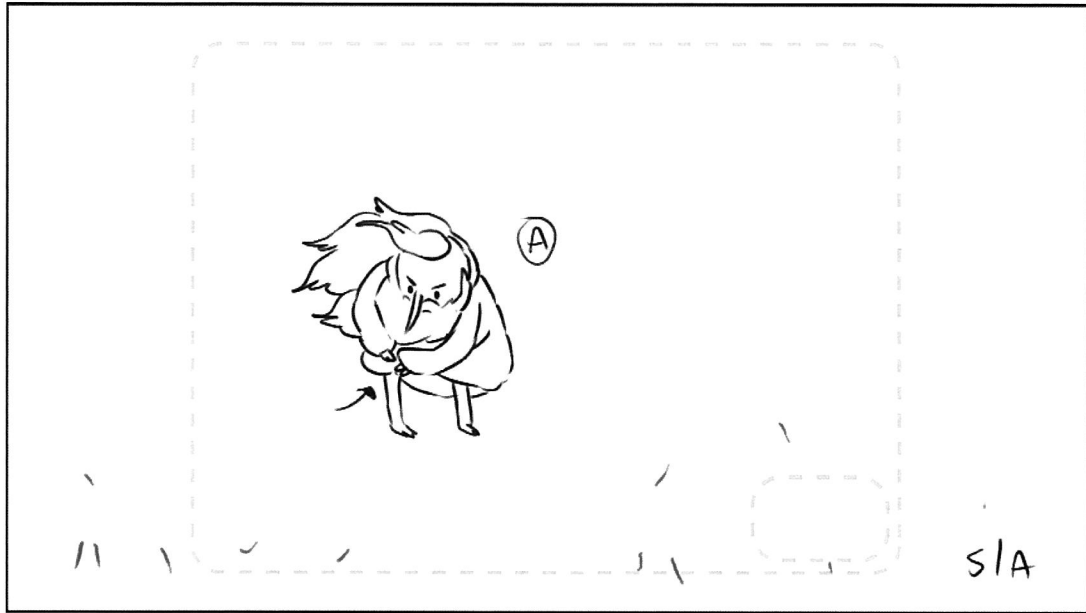


Sc. 178

Pnl. B

Bg.

day night

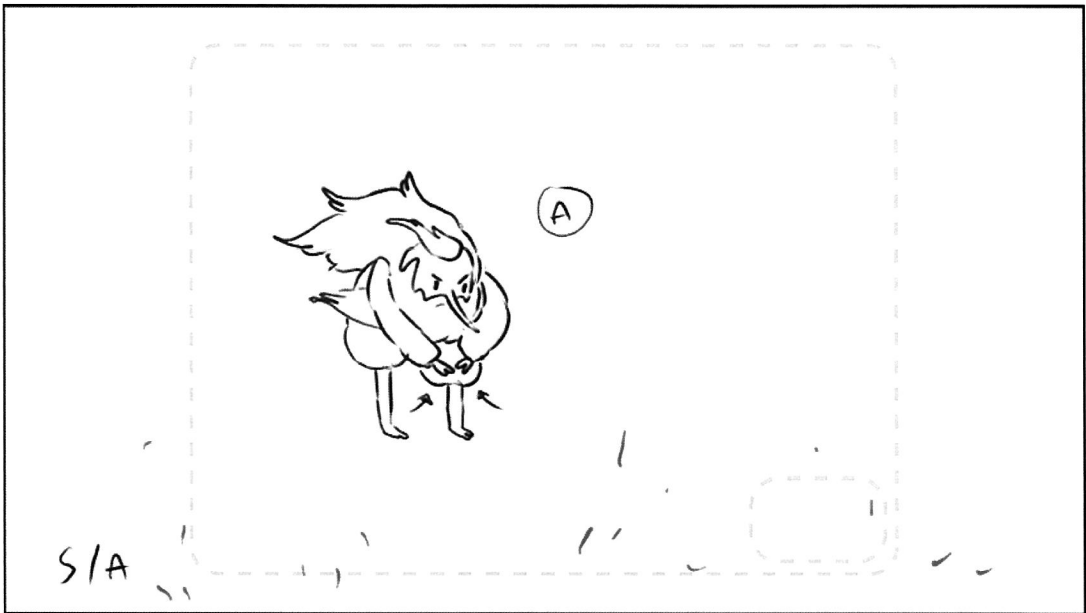


Sc. 178

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:



-IK TUCKS ROBE UP
AROUND KNEES



EPISODE # 1034-221

Production :

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ADVENTURE TIME

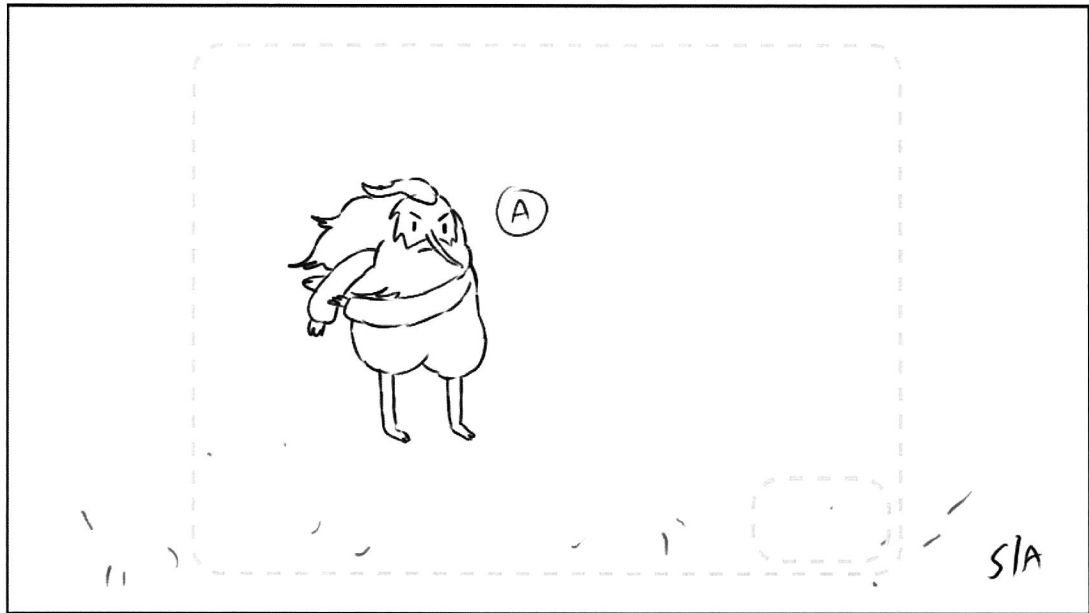


Sc. 176

Pnl. D

Bg.

day night

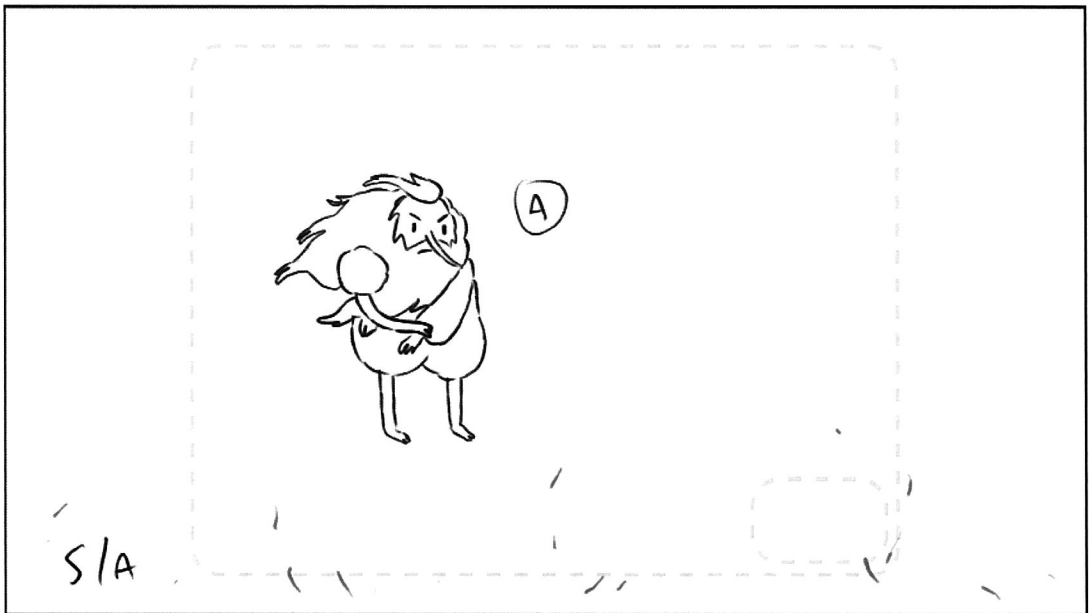


Sc. 178

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:



-IK ROLLS UP SLEEVES.



EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 178

Pnl. F

Bg.

day night

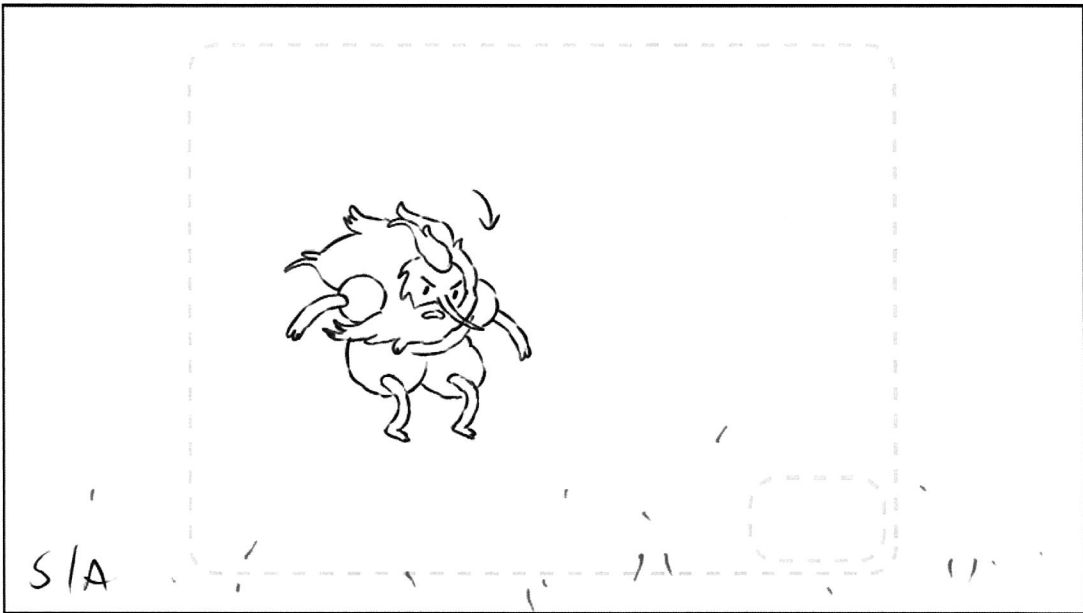


Sc. 178

Pnl. G

Bg.

day night



Dialog:

Action:

(ANTIC. JUMP)

Timing:

EPISODE # 1034-221
Production :

ADVENTURE TIME

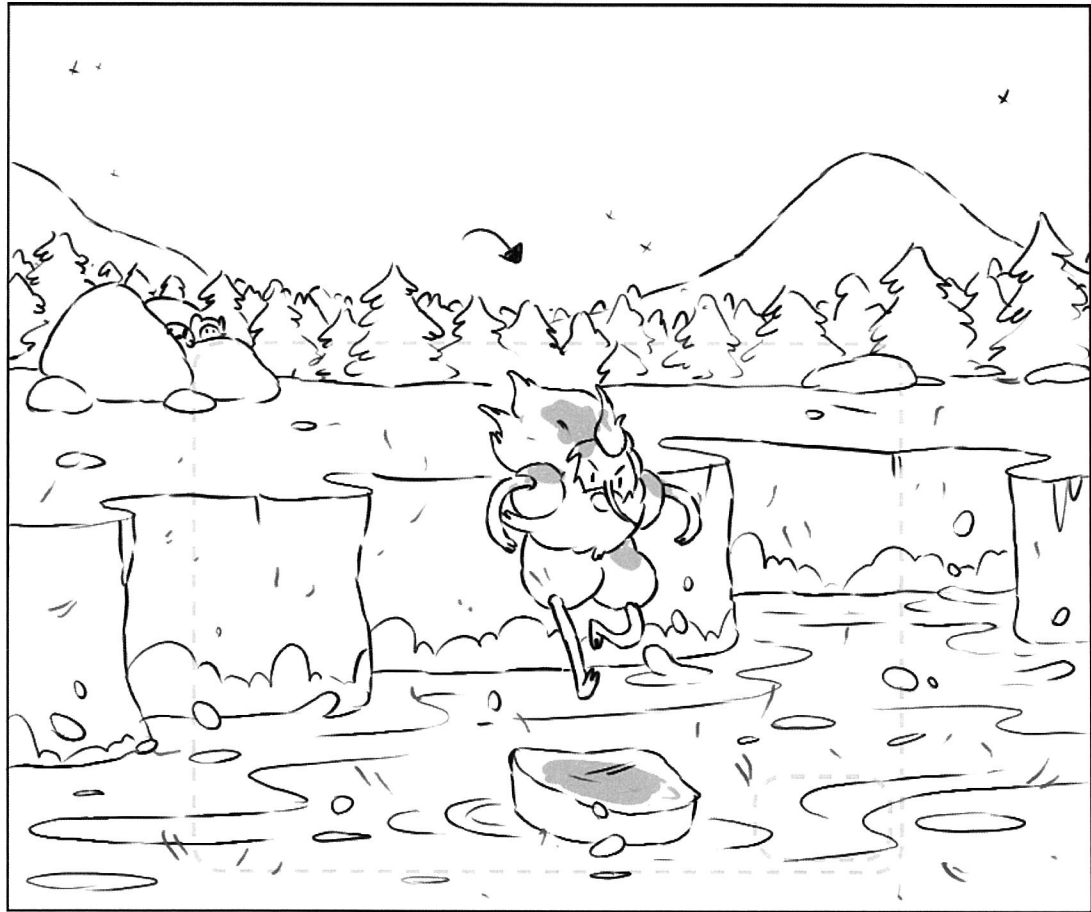


Sc. 178

Pnl. H

Bg.

day night



- ICK LEAPS TO ROCK IN LAVA RIVER
- PAN W/ ICK

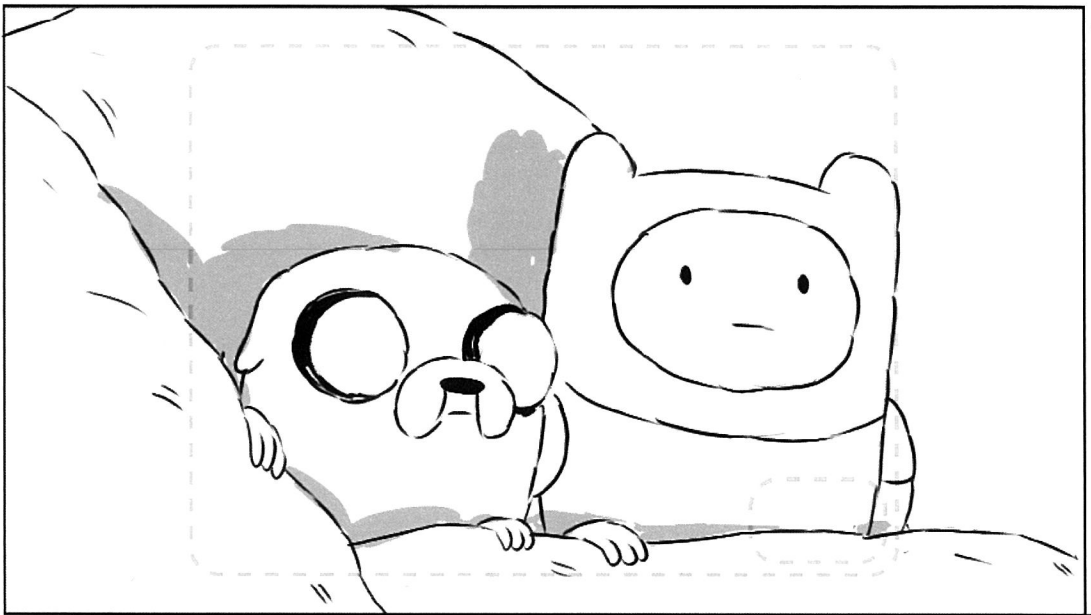
Timing:

Sc. 179

Pnl. A

Bg.

day night



(SP)

ADVENTURE TIME

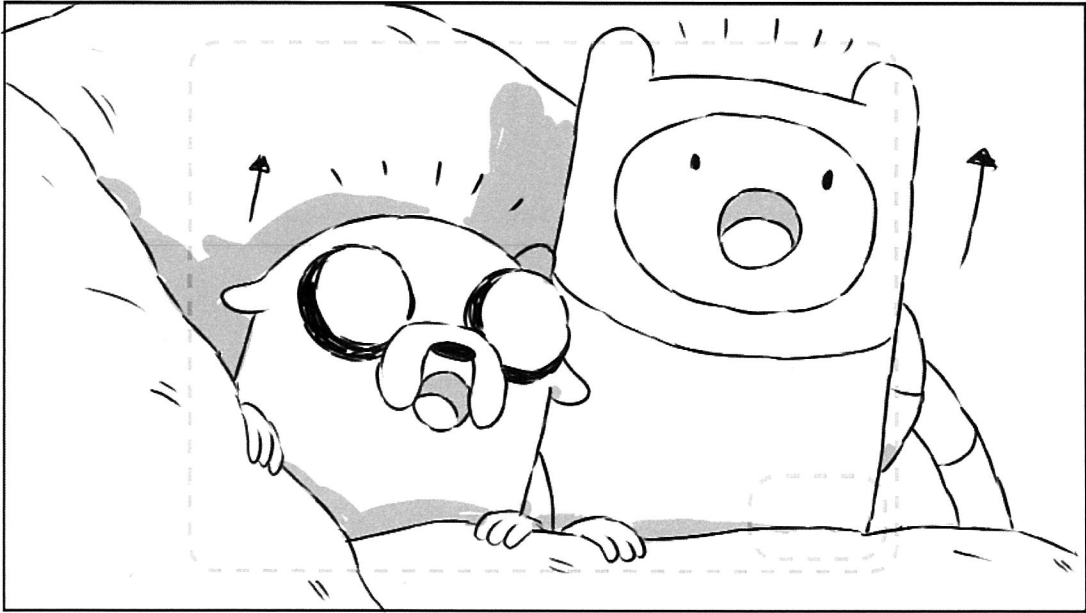


Sc. 179

Pnl. B

Bg.

day night



Sc. 180

Pnl. A

Bg.

day night



Dialog:

F & J) ICE-KING! NO!!

Action:

[LAVA BUBBLING]

Timing:

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ADVENTURE TIME



Sc. 180	Pnl. B	Bg.	day night	Sc. 180	Pnl. C	Bg.	day night

Dialog:
SFX) FSSSH [FRYING PAN]
Action:
- IK LANDS ON ROCK.
Timing:

Production : 1034-221 EPISODE #

ADVENTURE TIME

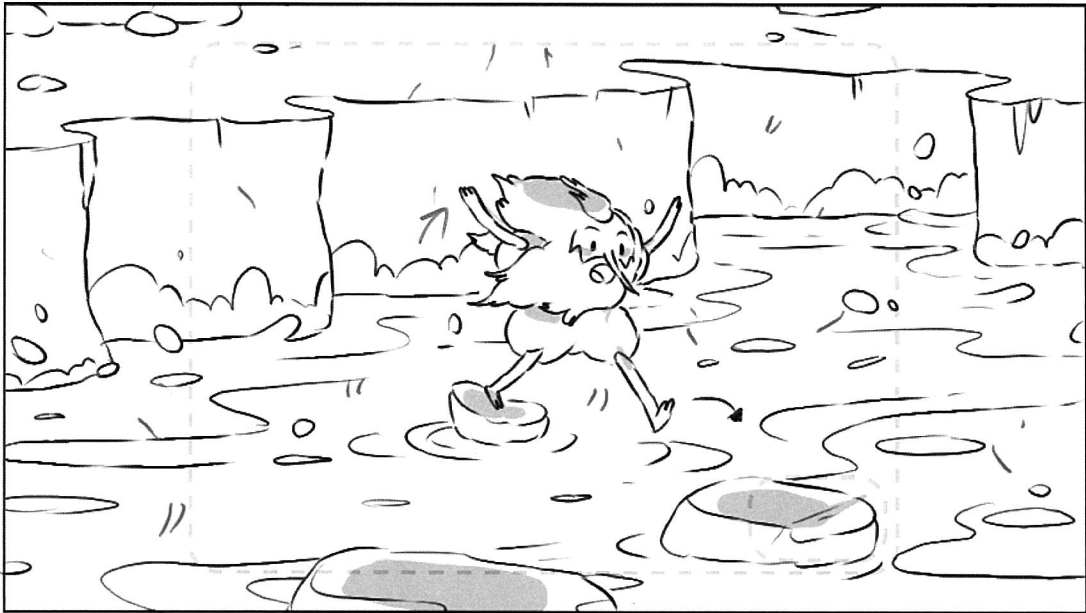


Sc. 181

Pnl. A

Bg.

day night



Sc. 181

Pnl. B

Bg.

day night



Dialog:

IK AHHAOW!

IK AHHAOW

Action:

- IK JUMPS TO NEXT ROCK.
- ADU w/ ACTION

Timing:

1034-221

EPISODE #

Production :

ADVENTURE TIME



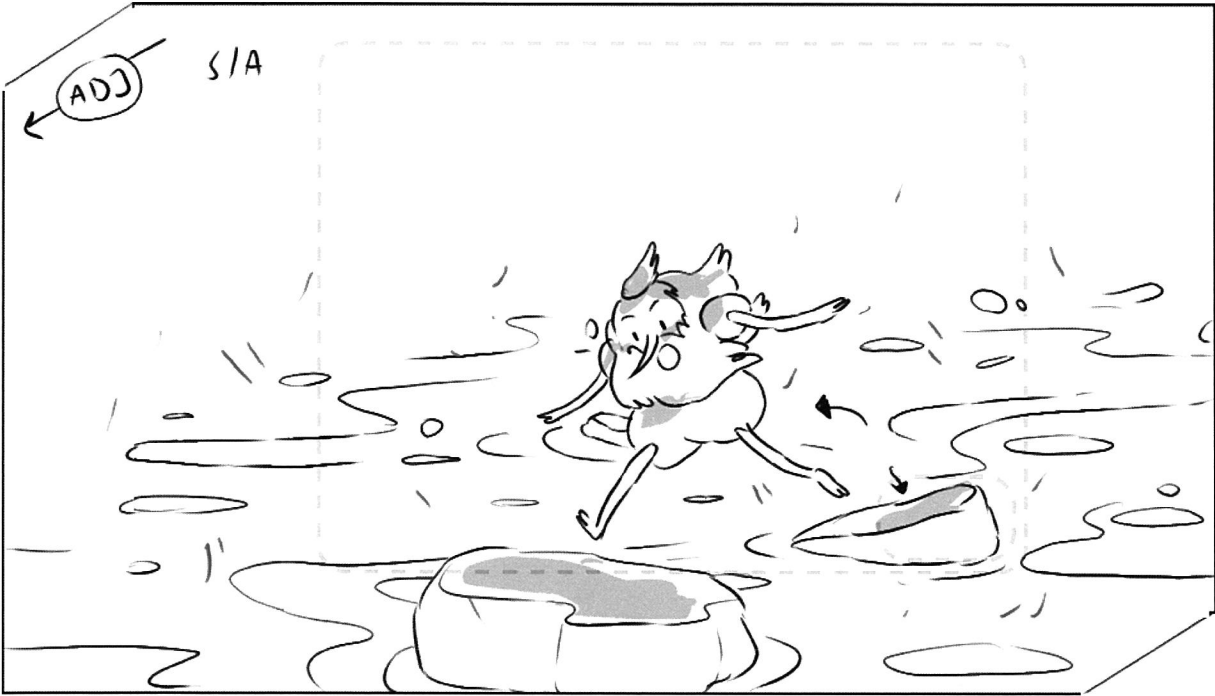
or transferred.

Sc. 181

Pnl. c

Bg.

day night



Sc. 181

Pnl. d

Bg.

day night



IK, [UNGH.]

Action:

-IK LANDS ON 3RD ROCK
-ADJ W/ ACTION.

Timing:

1034-221

EPISODE #

Production :

ADVENTURE TIME

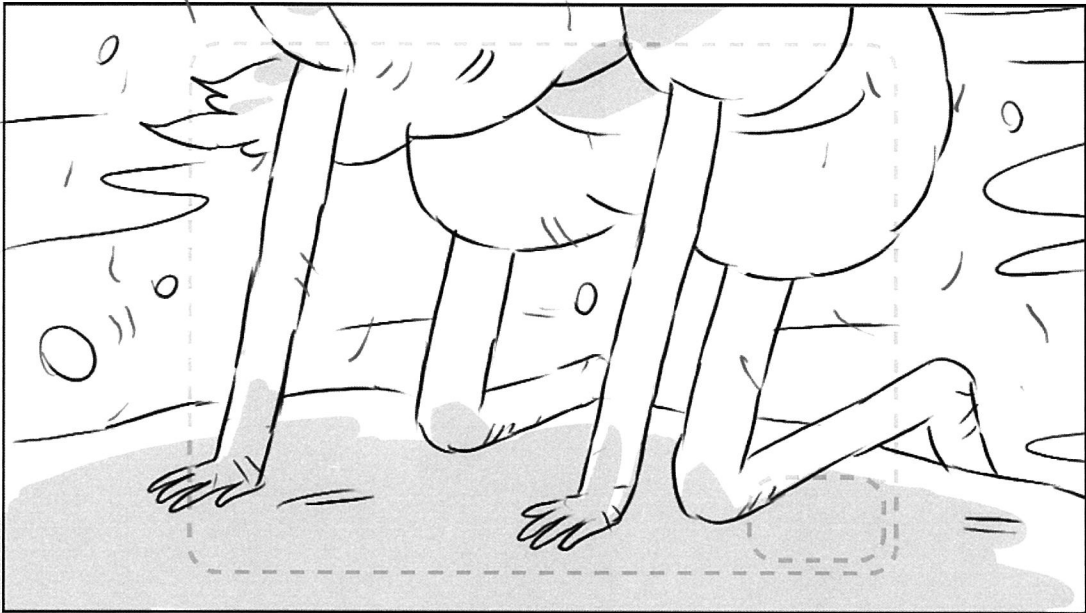


Sc. 182

Pnl. A

Bg.

day night



Dialog:

IK) ow, ow, ow, ow, ow

Action:

SP

- PAN UP TO IK'S FACE.

Timing:

Sc. 182

Pnl. B

Bg.

day night



EPISODE # 1034-221

Production :

ADVENTURE TIME

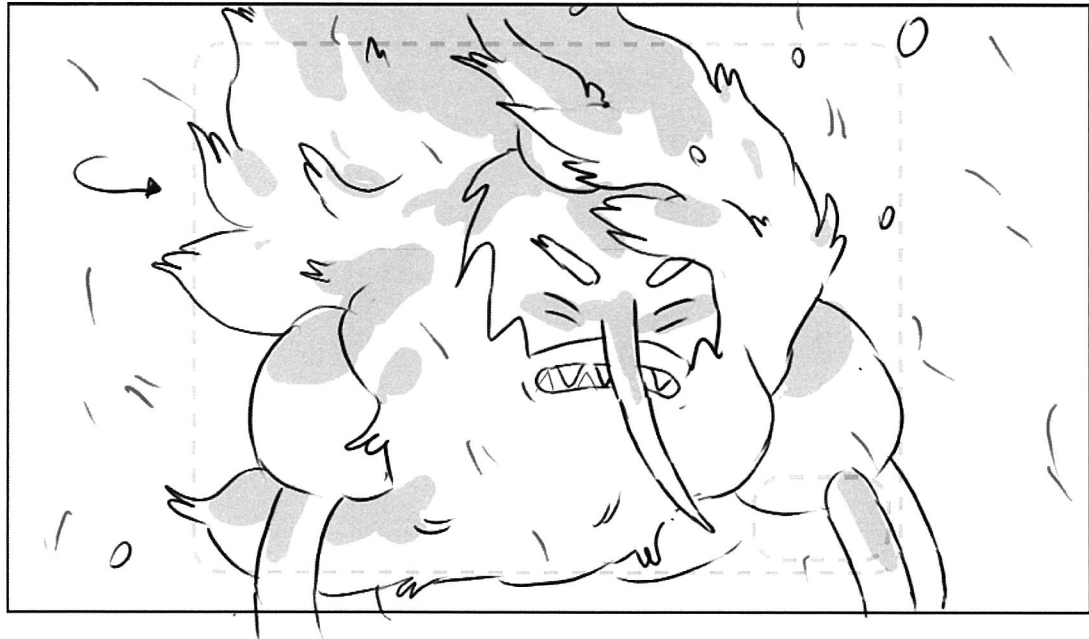


Sc. 182

Pnl. C

Bg.

day night

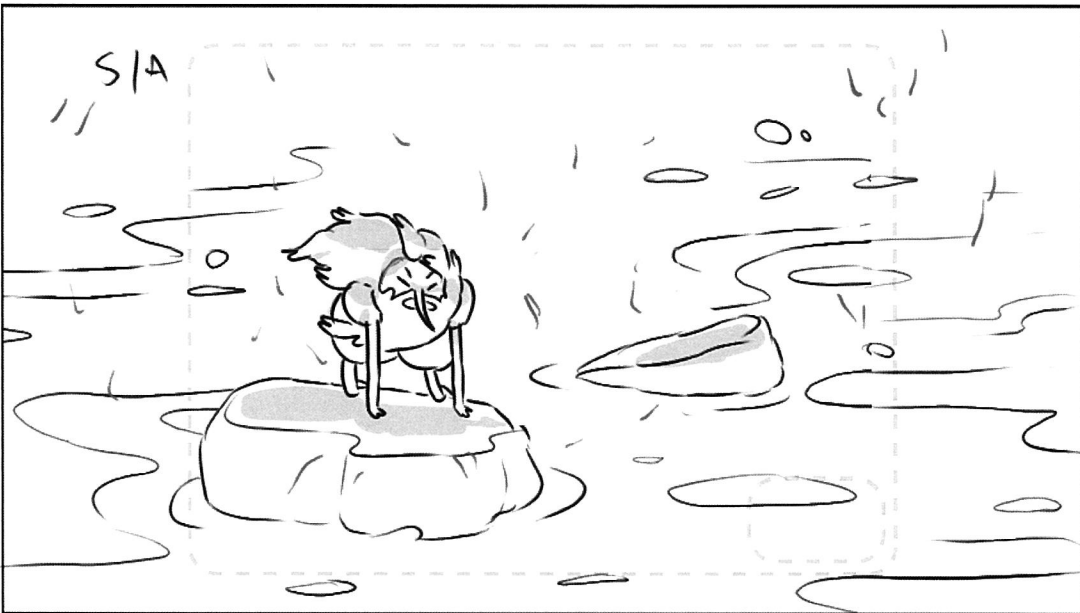


Sc. A 183

Pnl. A

Bg.

day night



Dialog:
Action: - HOT GUST OF WIND BLOWS ACROSS IK'S FACE.
Timing:

ADVENTURE TIME

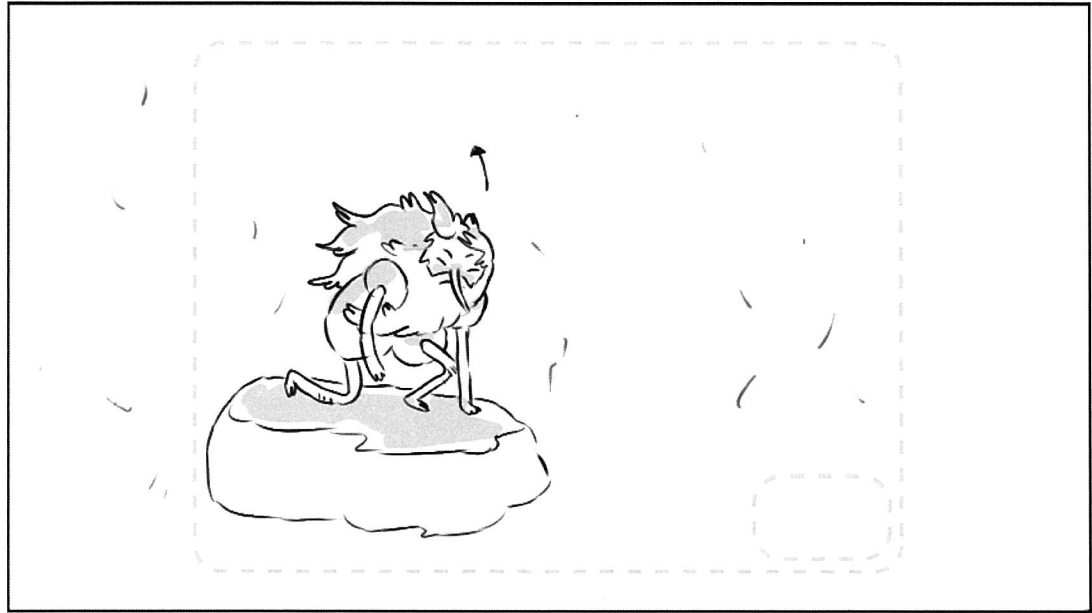


Sc. 183

Pnl. 8

Bg.

day night

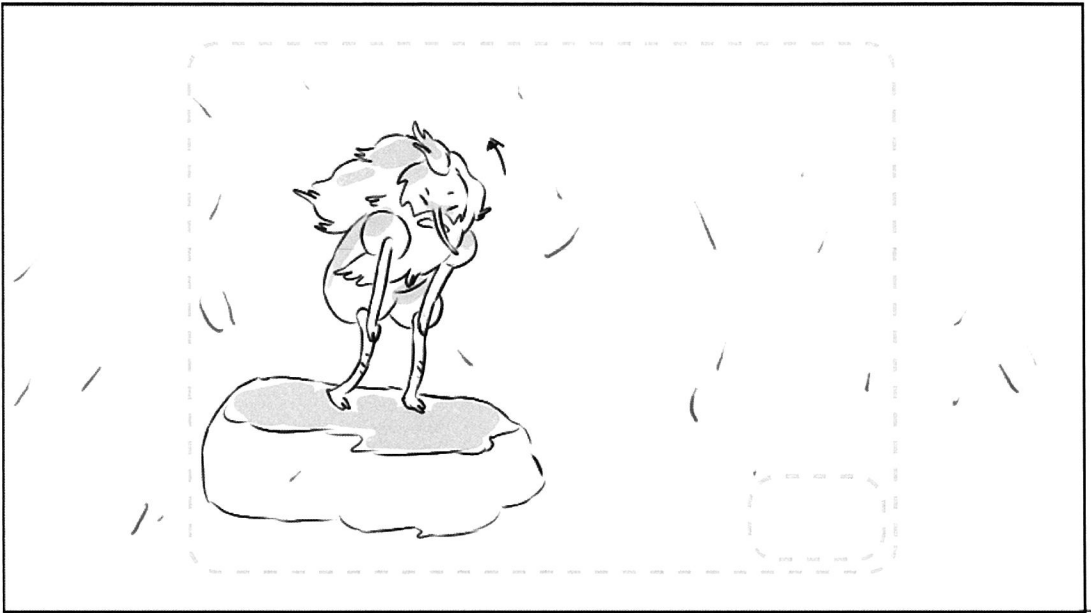


Sc. 183

Pnl. c

Bg.

day night



Dialog:

Action:

-IK RISES UNSTEADILY.

Timing:

ADVENTURE TIME



Sc. 184	Pnl. A	Bg.	day night	Sc. 184	Pnl. B	Bg.	day night

Dialog:		
Action:	<p>- IK SHIELDS HIS FACE.</p> <p>- IK LOOKS UP TO EDGE OF RIVER.</p>	
Timing:		

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ADVENTURE TIME



Sc. 185	Pnl. A	Bg.	day night	Sc. 185	Pnl. B	Bg.	day night

Dialog:
Action:
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 185	Pnl. C	Bg.	day night	Sc. 185	Pnl. D	Bg.	day night

Dialog:
Action: -IK ANTICS -IK LEAPS OFF/S.
Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



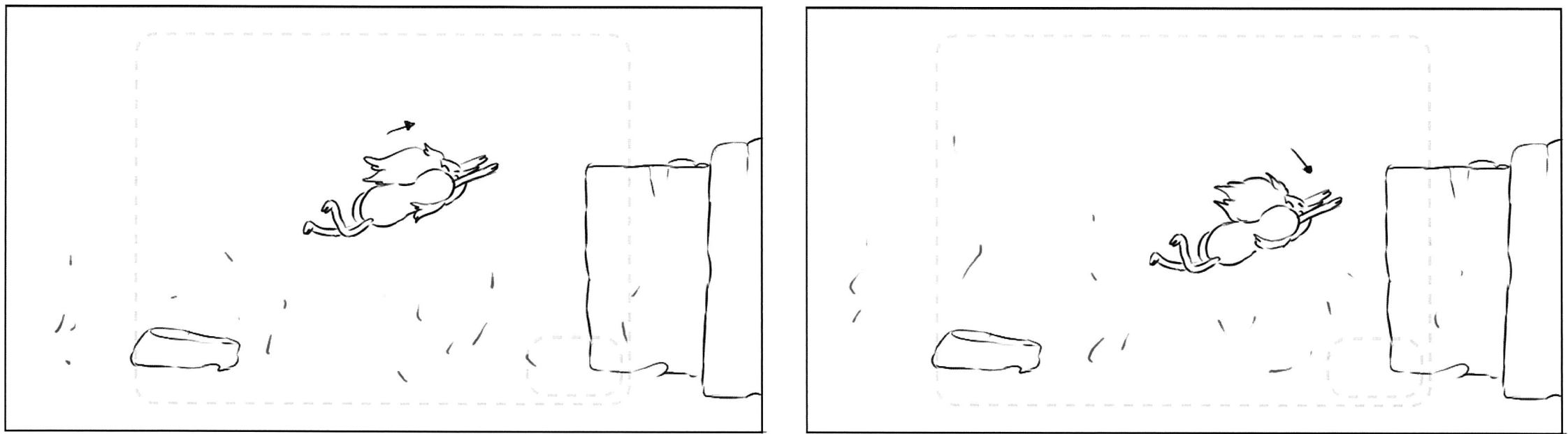
Sc. 186	Pnl. A	Bg.	day night	Sc. 186	Pnl. B	Bg.	day night

Dialog:
Action: - IK LEAPS IN SLO-MO.
Timing:

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ADVENTURE TIME



Sc. 186	Pnl. c	Bg.	day night	Sc. 186	Pnl. d	Bg.	day night
							

Dialog:
Action: <div>[I.K START TO DESCEND]</div>
Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 187	Pnl. A	Bg.	day night	Sc. 187	Pnl. B	Bg.	day night

Dialog:	<p>SFX: * LAVA BUBBLING *</p>	
Action:	<p>- IK'S HAND COMES OVER EDGE.</p>	
Timing:		

EPISODE # 1034-221

Production :

ADVENTURE TIME



Sc. 187	Pnl. C	Bg.	day night	Sc. 187	Pnl. D	Bg.	day night

Dialog:
Action: - IK PULLS HIMSELF UP.
Timing:

ADVENTURE TIME

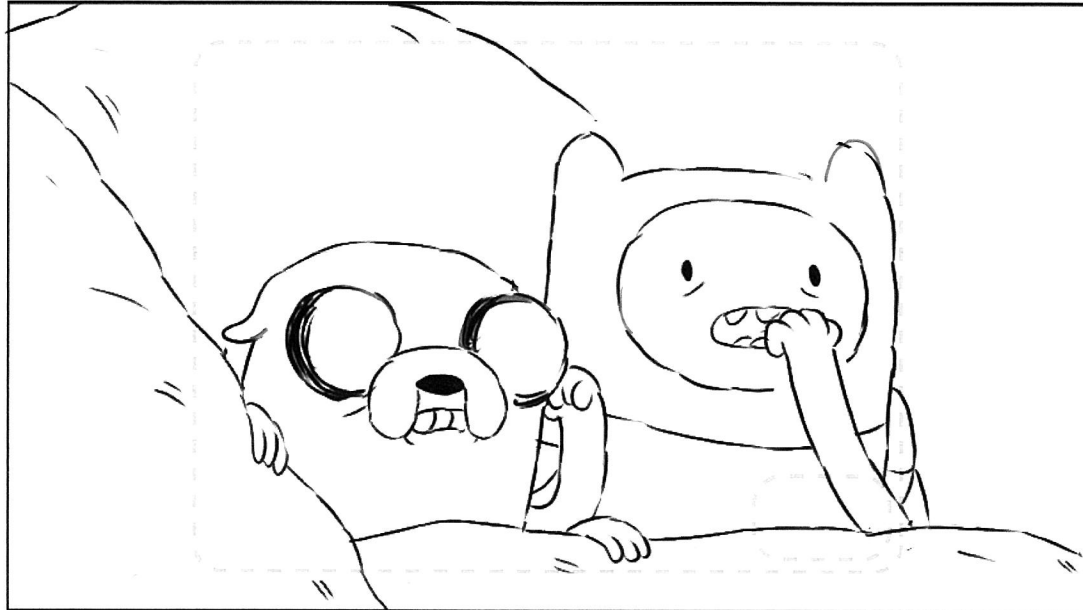


Sc. 188

Pnl. A

Bg.

day night

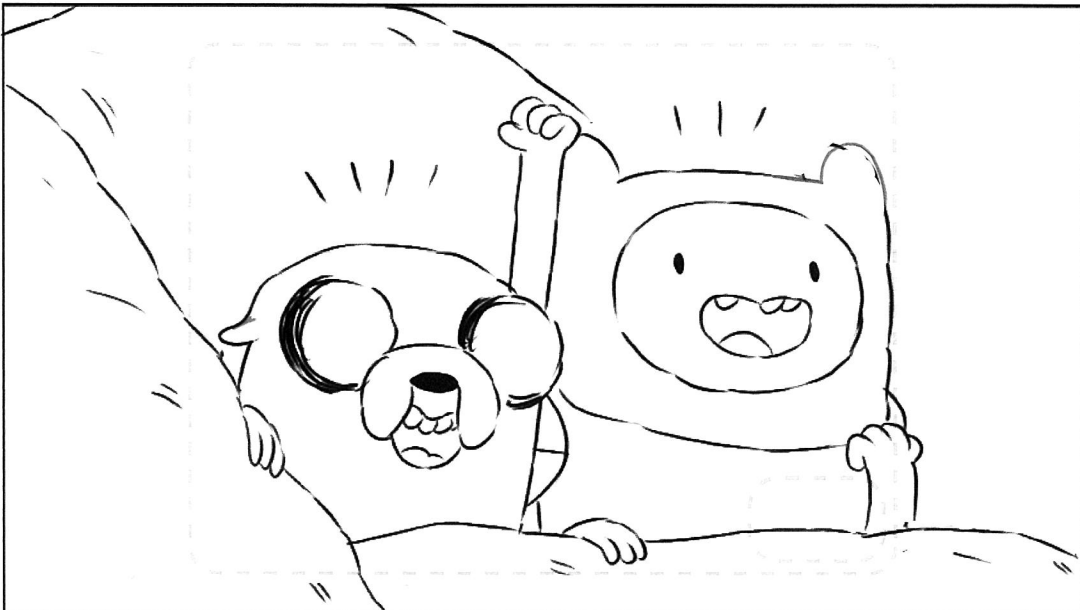


Sc. 188

Pnl. B

Bg.

day night



Dialog:

3) YESSS / F) NICE !!

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

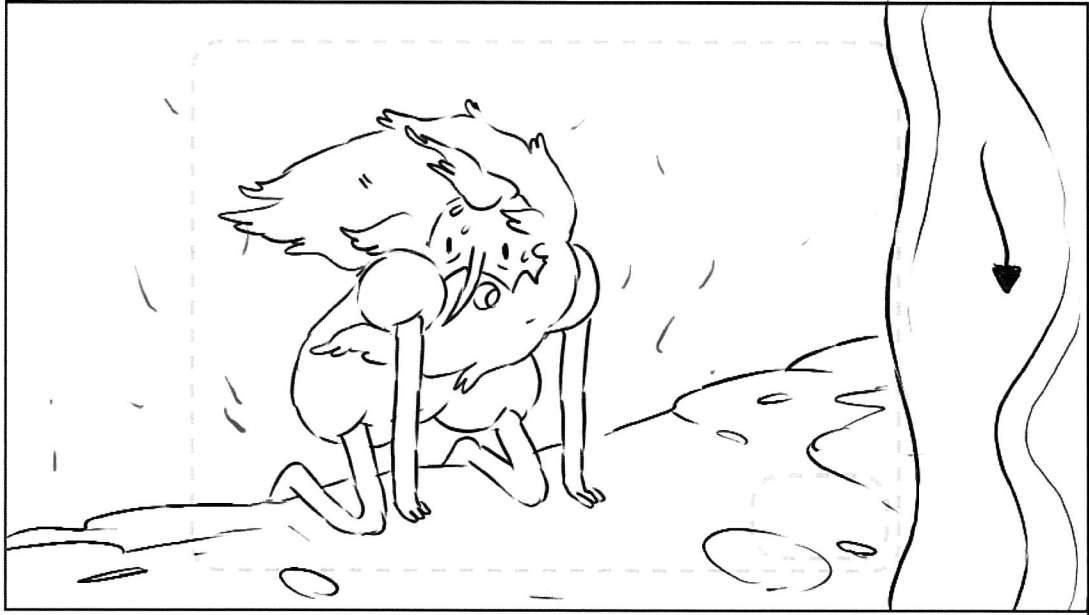


Sc. 189

Pnl. A

Bg.

day night



Sc. 189

Pnl. B

Bg.

day night



Dialog:

I.K.) [PANTING]

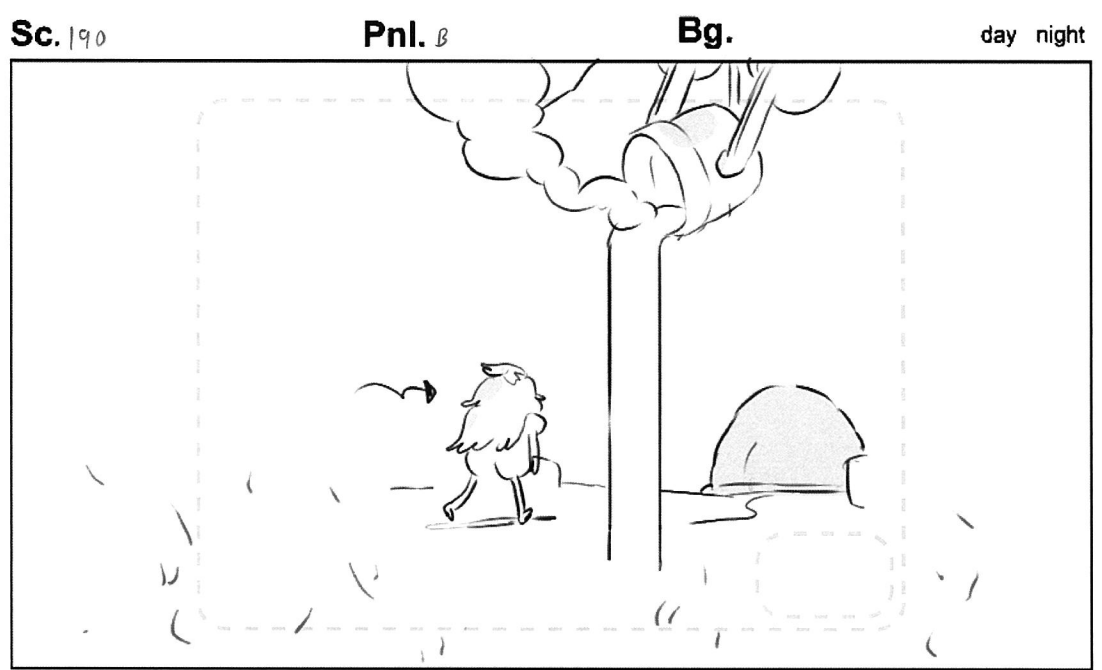
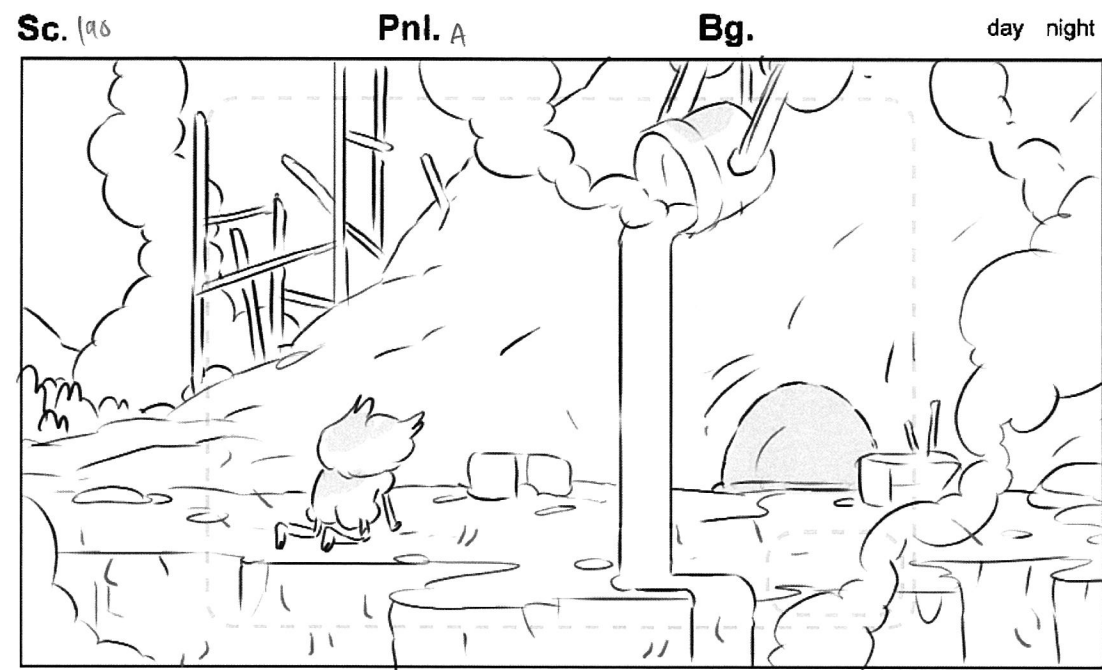
Action:

Timing:

I.K.) [GASP]

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ADVENTURE TIME



Dialog:	
Action:	- IK WALKS TOWARDS CAVE.
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
190									

Dialog:
Action: [I.K. ENTERS CAVE] [CUT TO BLACK]
Timing:

EPISODE # 1034-221
Production :




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ADVENTURE TIME



Sc. 191 Pnl. A Bg. day night

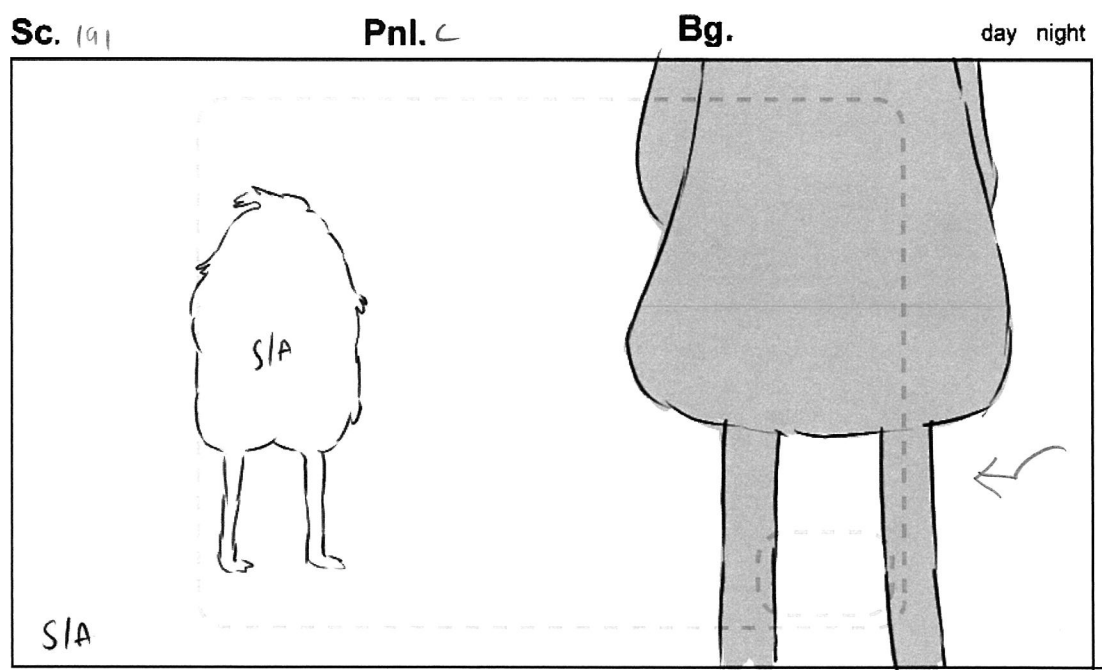
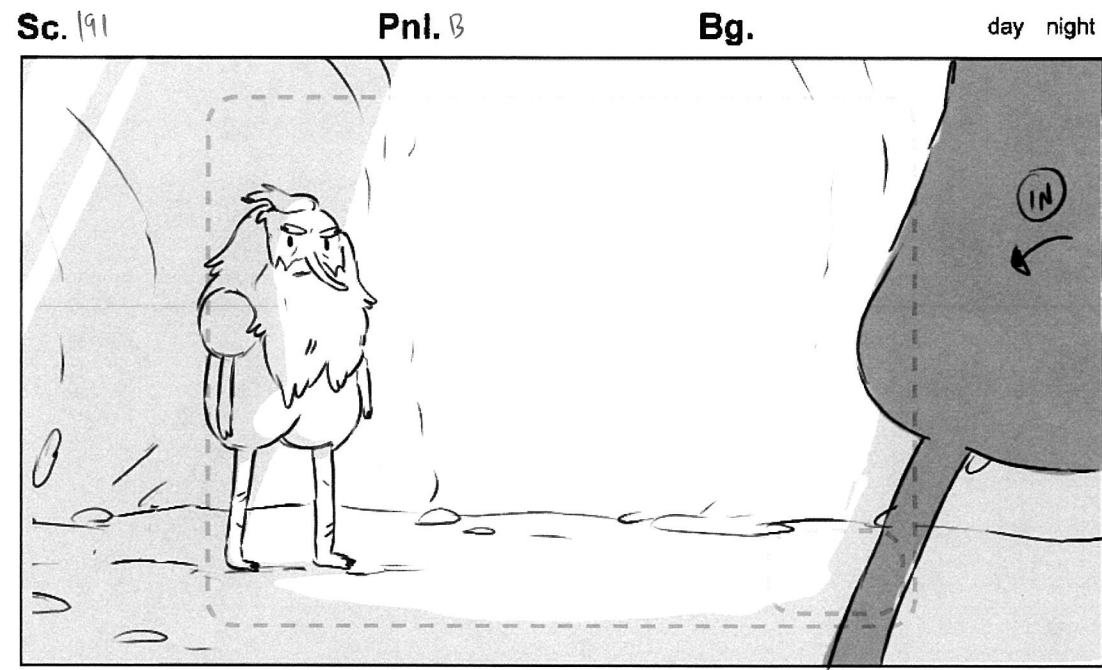


Dialog:	
Action:	<div></div> <div>- IK WALKS DEEPER INTO CAVE - PAN W/ IK AS HE REACHES FOREGROUND</div>
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Dialog:

VOICE: THAT'S FAR ENOUGH . . .

Action:

- MAGIC BETTY WALKS ON/S. [BEAT] - MAGIC BETTY WALKS ON/S.

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 191

Pnl. D

Bg.

day night

Sc. 191

Pnl. E

Bg.

day night

Dialog:

I.K) OH MAN !
(BREAKS DOWN, CHOKES ON TEARS)

Action:

- I.K FALLS TO HIS KNEES.

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

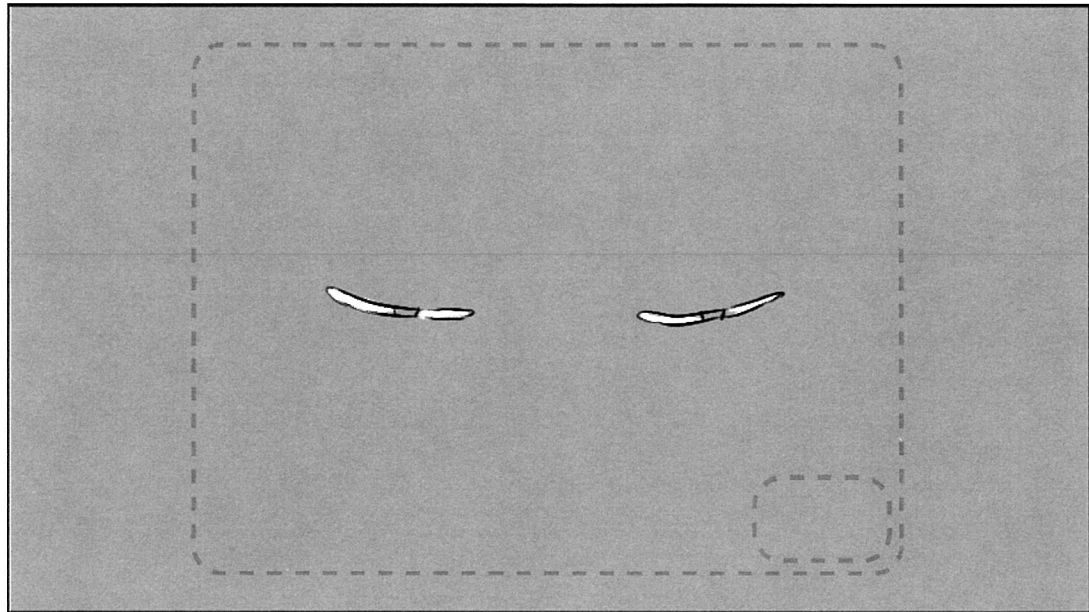


Sc. 192

Pnl. A

Bg.

day night

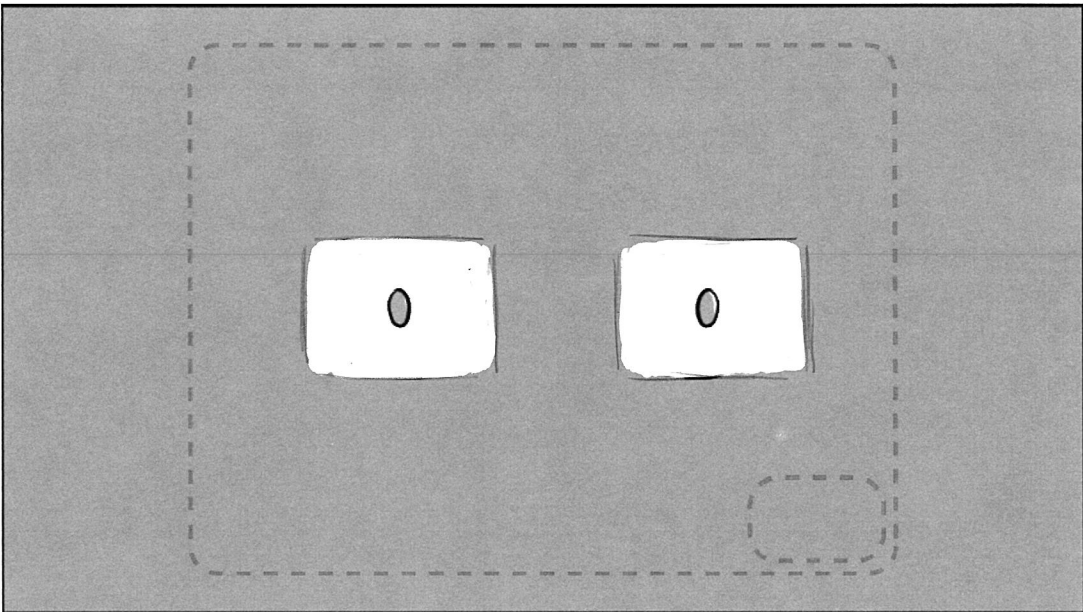


Sc. 192

Pnl. B

Bg.

day night



Dialog:

VOICE : ICE KING...

Action:

[BLACK]

EYES OPEN WIDER.

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 193

Pnl. A

Bg.

day night

Sc. 194

Pnl. A

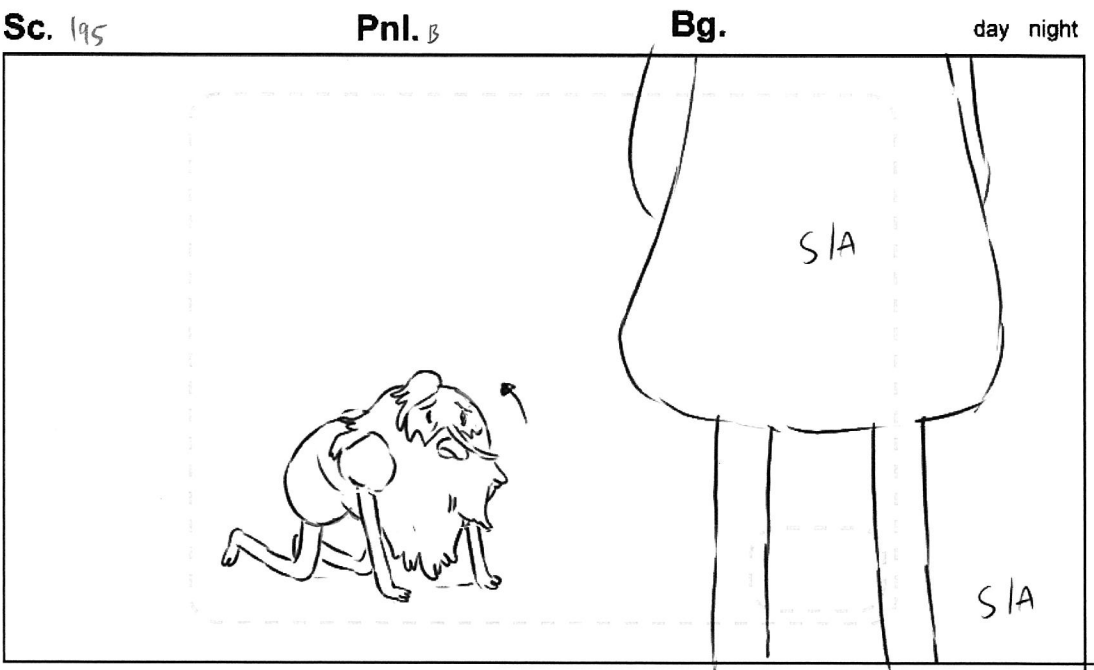
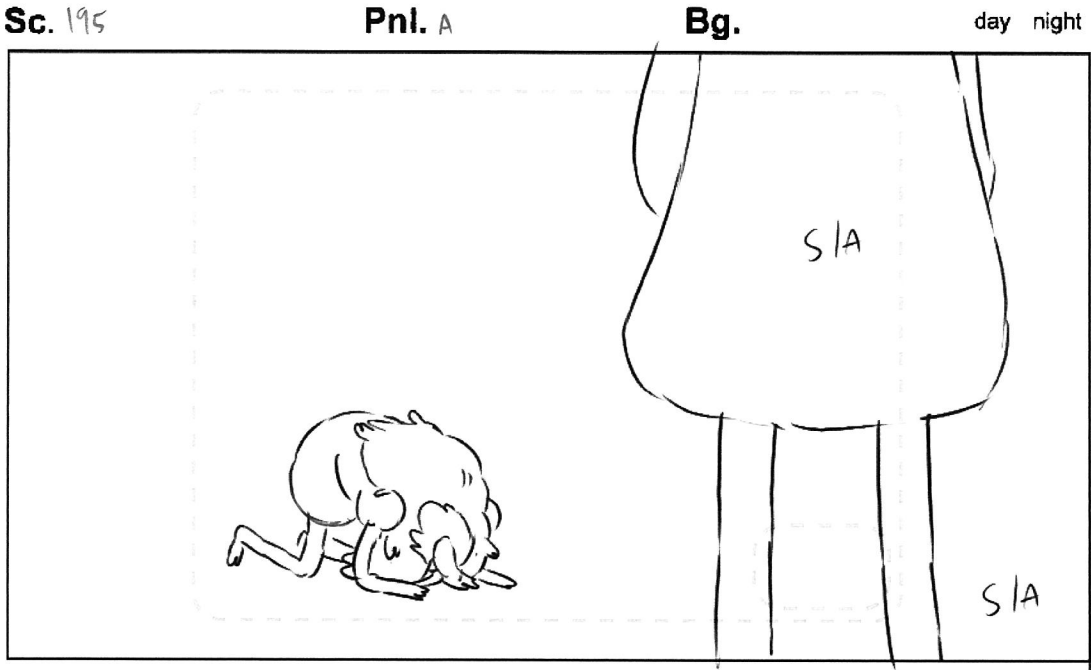
Bg.

day night

Dialog:	<div>VOICE) WHAT DO YOU WANT ? (DISTORTED)</div> <div>IK: YOU ... YOU TOOK MY GUNTER BECAUSE YOU WANTED MY CROWN... (EMOTIONAL)</div>
Action:	<div>- MAGIC BETTY SPEAKS INTO CAN</div>
Timing:	

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ADVENTURE TIME



Dialog: IK) SO YOU GOT MY CROWN. IK) BUT YOU DIDN'T GIVE ME MY GUNTER.

Action:

Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Page 313

Sc. 195	Pnl. c	Bg.	day night	Sc. 196	Pnl. A	Bg.	day night

Dialog:	<u>1.K</u>) NOW I'VE GOT HOT FEET.
Action:	(SP)
Timing:	

Production : 1034-221 EPISODE #

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ADVENTURE TIME



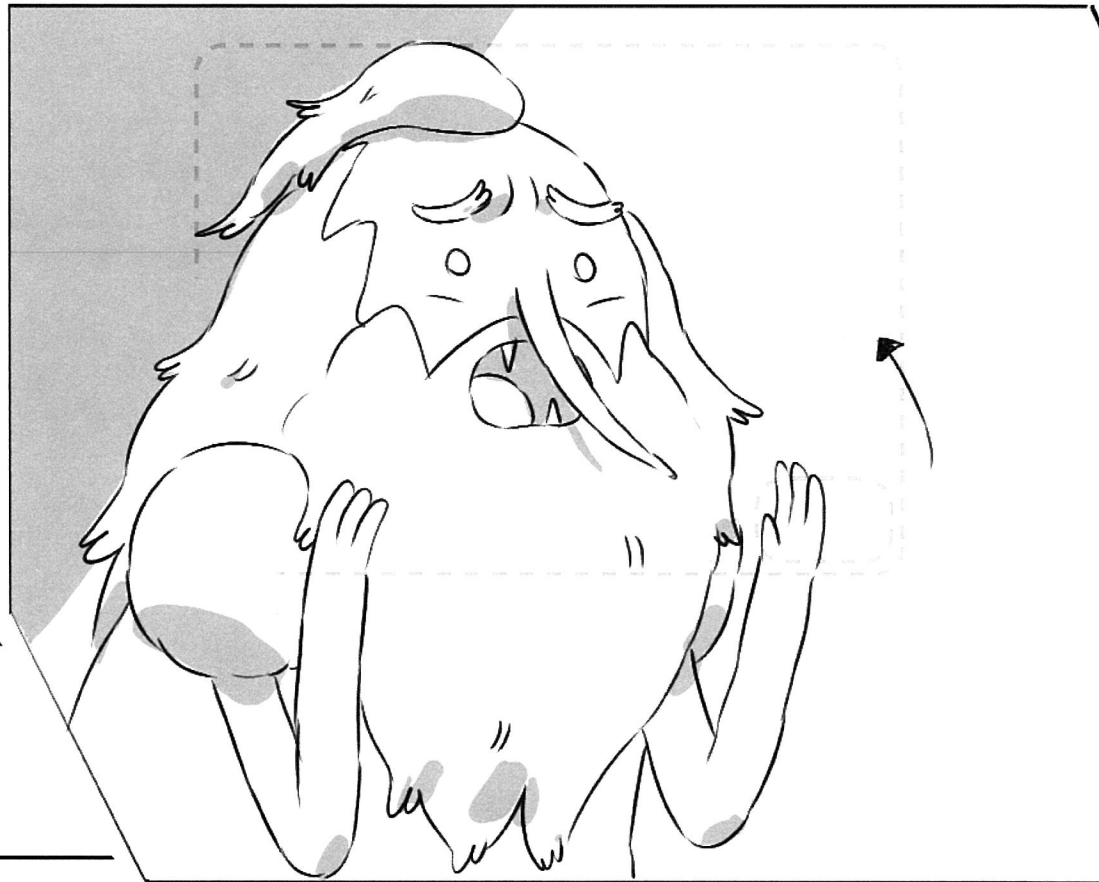
Sc. 196 Pnl. B Bg. day night Sc. 196 Pnl. C Bg. day night



Dialog:
IK) BUT NO GUNTER !!

Action:
-IK TEARS UP.
-IK STANDS
-ADJ. w/ IK

Timing:



IK) I WOULD GIVE A MILLION
BILLION GAZILLION CROWN --

Production :

1034-221

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ADVENTURE TIME



Sc. 197	Pnl. A	Bg.	day night	Sc. 197	Pnl. B	Bg.	day night
		S/A				S/A	

Dialog:	<u>1.K</u>) -- AND EVERY "HOT FEET" IN THE WORLD --	<u>1K</u>) -- FOR JUST ONE GUNTER...
Action:		
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 197

Pnl. C

Bg.

day night

Sc. 198

Pnl. A

Bg.

day night

Dialog:	<u>I.K.</u>) FOR ONE GUNTER...	<u>IK</u>) [SOB , SOB , SOB]
Action:		
Timing:		

EPISODE # 1034-221

Production :

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ADVENTURE TIME



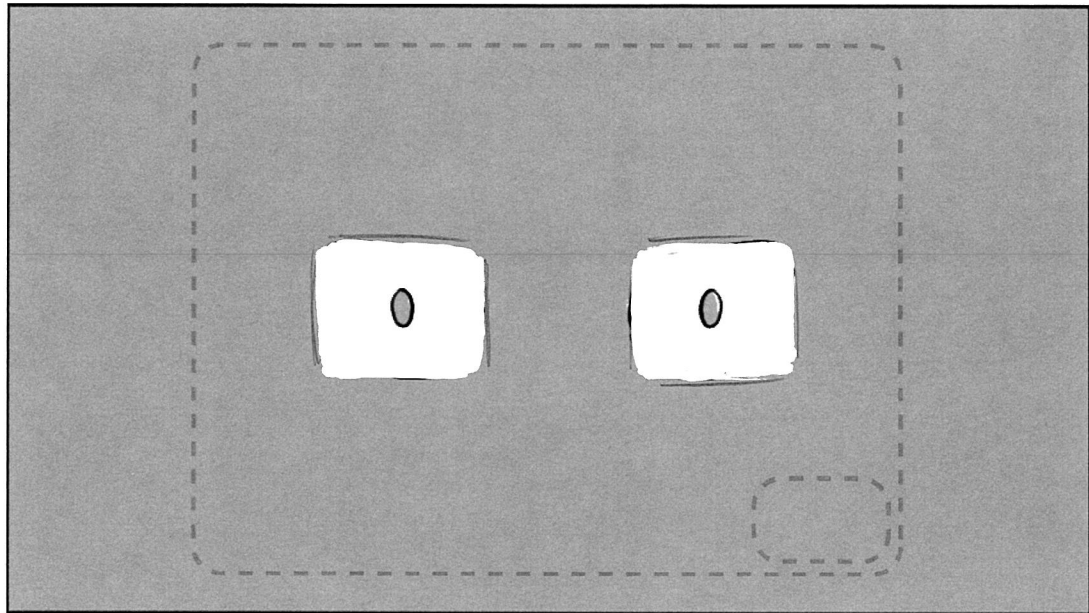
Page 317

Sc. 199

Pnl. A

Bg.

day night

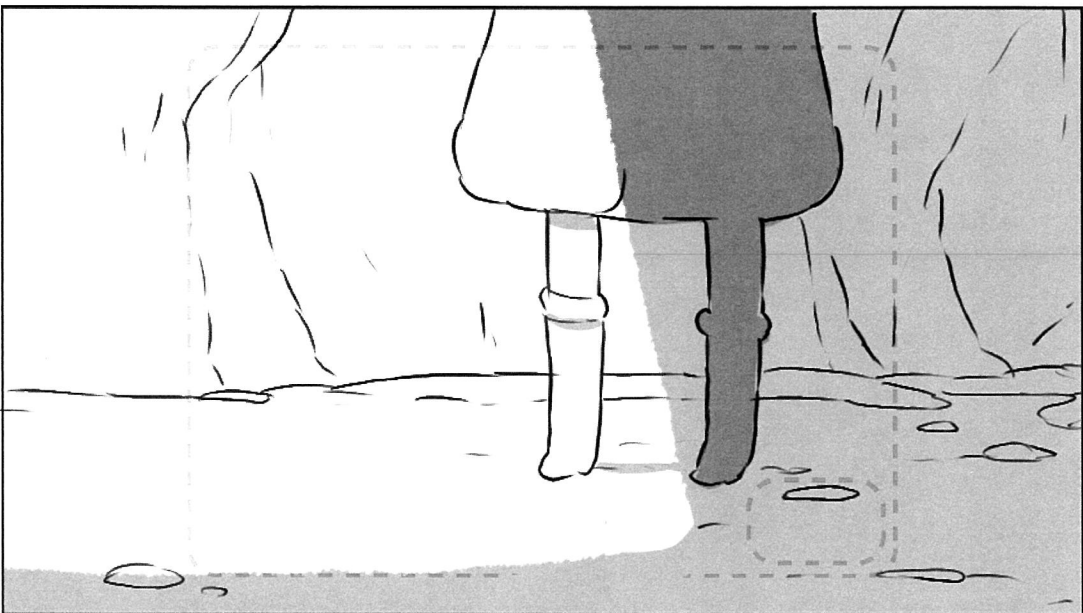


Sc. 200

Pnl. A

Bg.

day night



Dialog:

VOICE: I'VE DONE WHAT I NEEDED TO DO...

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



Page 318

Sc. 200

Pnl. <

Bg.

day night

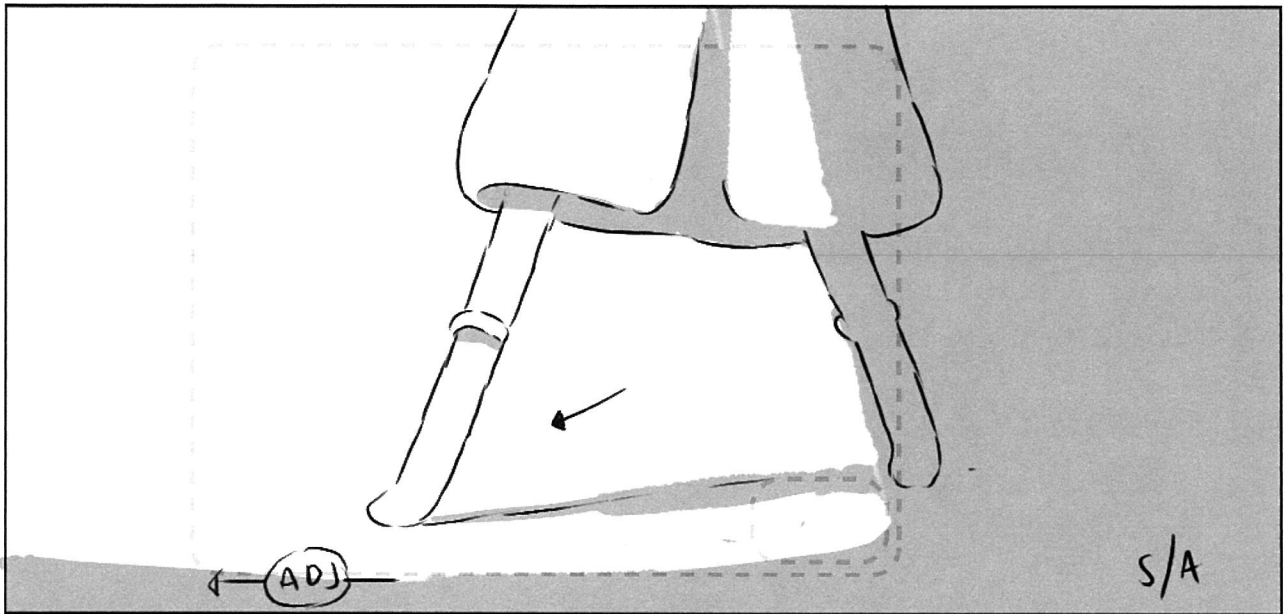
STOP

Sc. 200

Pnl. B

Bg.

day night



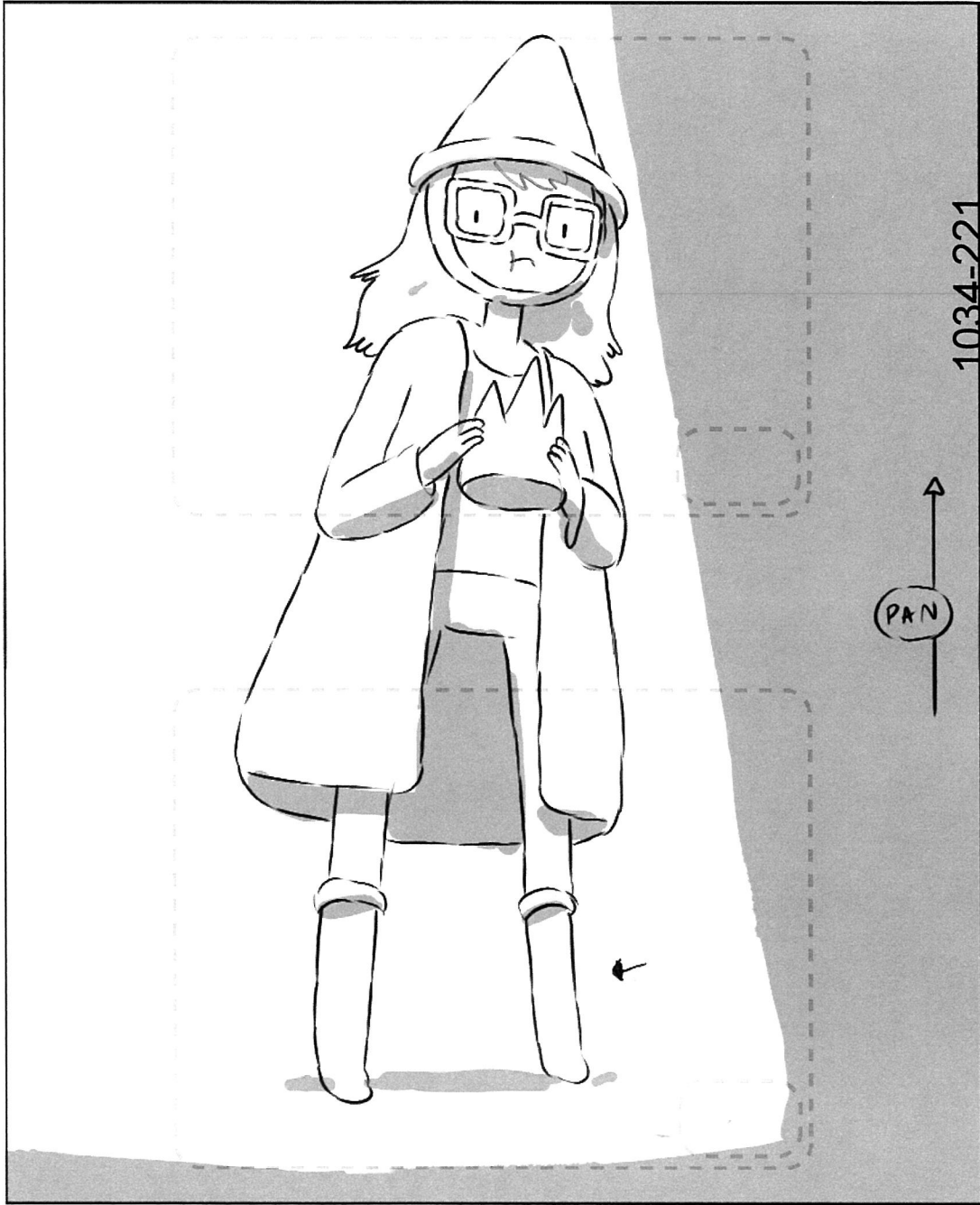
Dialog:

Action:

- MAGIC BETTY STEPS INTO
THE LIGHT.

-PAN UP TO
HER FACE.

Timing:



START

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ADVENTURE TIME



Page 319

Sc. 201

Pnl. A

Bg.

day night



Sc. 201

Pnl. B

Bg.

day night



Dialog:

IK / YOU !!

Action:

SP

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 201	Pnl. C	Bg.	day night	Sc. 202	Pnl. A	Bg.	day night
S/A							

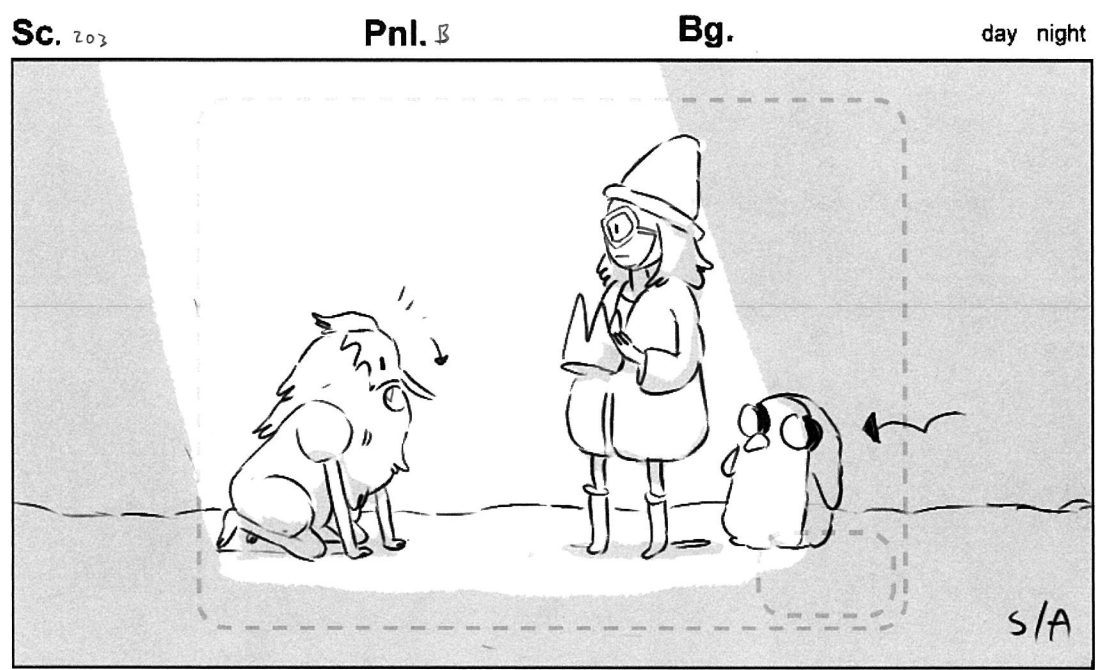
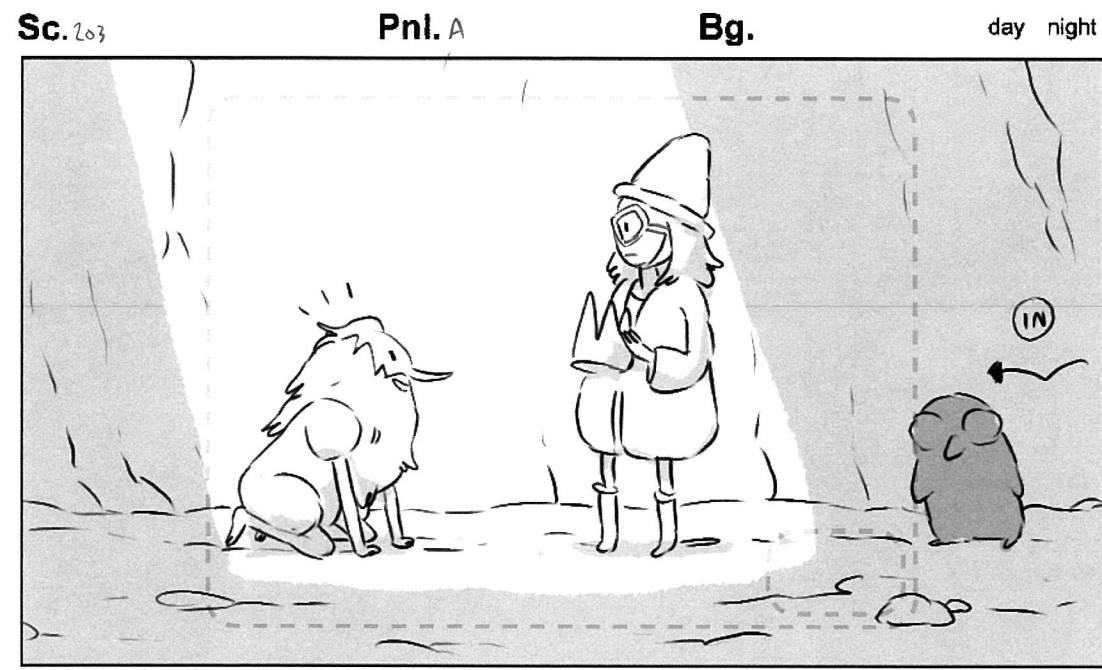
Dialog:
<div>IK/ BUH -- YOU'RE ... BUH --</div> <div>I.K) ^(a/s) YOU'RE BEH- BE - UUTIFUL !</div>
Action:
Timing:

EPISODE # 1034-221

Production :

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ADVENTURE TIME

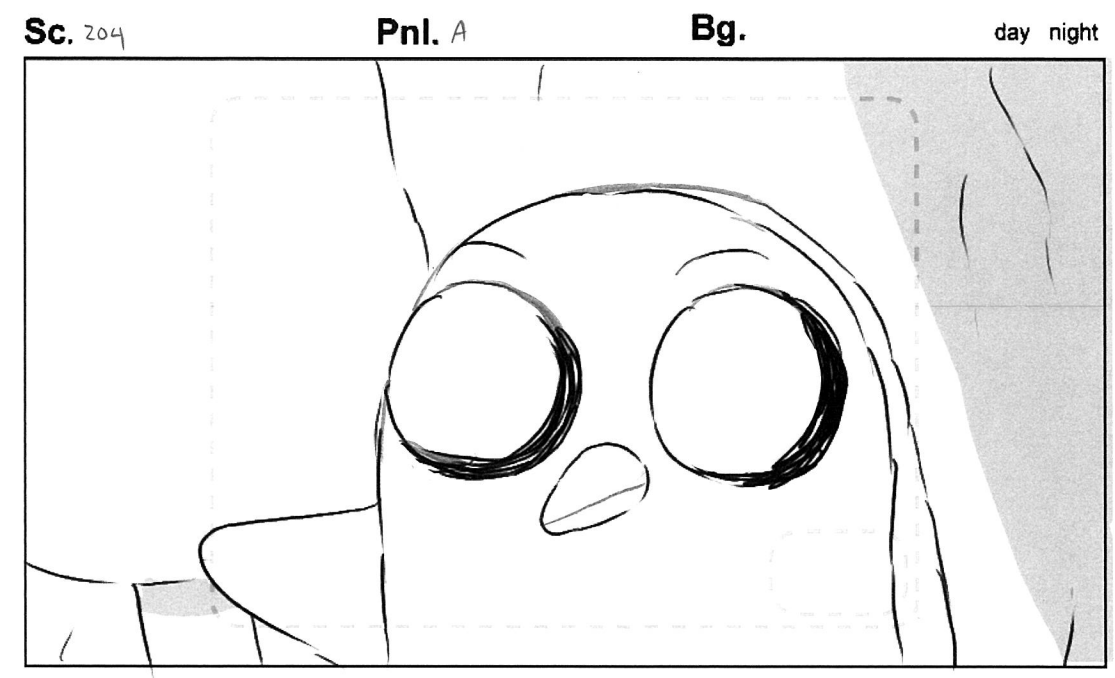
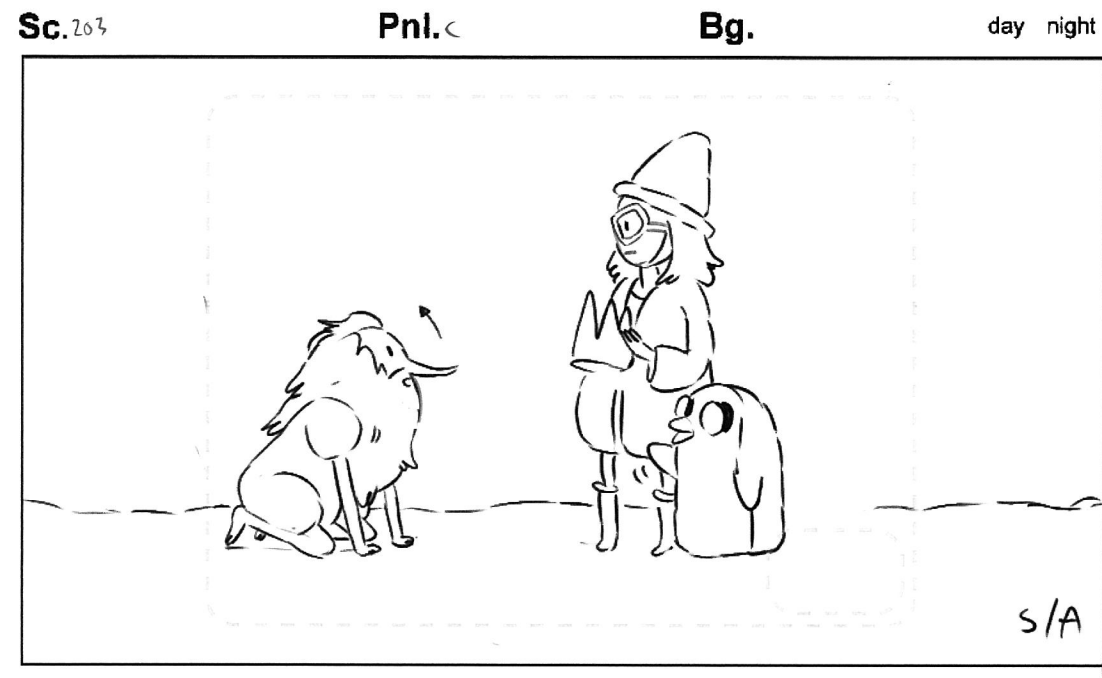


Dialog:	IK) GUNTER!!! ISN'T SHE BEAUTIFUL!?
Action:	- GUNTER WALKS ON/S.
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Dialog:	G) WENK - WENK (TRYING TO GET I.K.'S ATTENTION)
Action:	(SP)
Timing:	

EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 204	Pnl. B	Bg.	day night	Sc. 205	Pnl. A	Bg.	day night

Dialog:
G) (ANGRY) WENK - WENK !!
Action:
(SP)
Timing:

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ADVENTURE TIME



Sc. 205	Pnl. B	Bg.	day night	Sc. 205	Pnl. C	Bg.	day night
S/A				S/A			

Dialog:	<u>IK</u> / NOT NOW GUNTER !
Action:	- IK STANDS UP.
Timing:	

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 205

Pnl. D

Bg.

day night




Sc. 205

Pnl. E

Bg.

day night



Dialog:	<u>I.K</u>) LOOK, IF YOU WANT HIM YOU CAN HAVE HIM! (QUICK)	<u>IK</u> , FOR A HUG!
Action:		
Timing:		

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Page 326

Sc. 206

Pnl. A

Bg.

day night



Sc. 206

Pnl. B

Bg.

day night



Dialog:

VOICE : CLOSE YOUR EYES ...

Action:

- MB HOLDS UP CAN

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



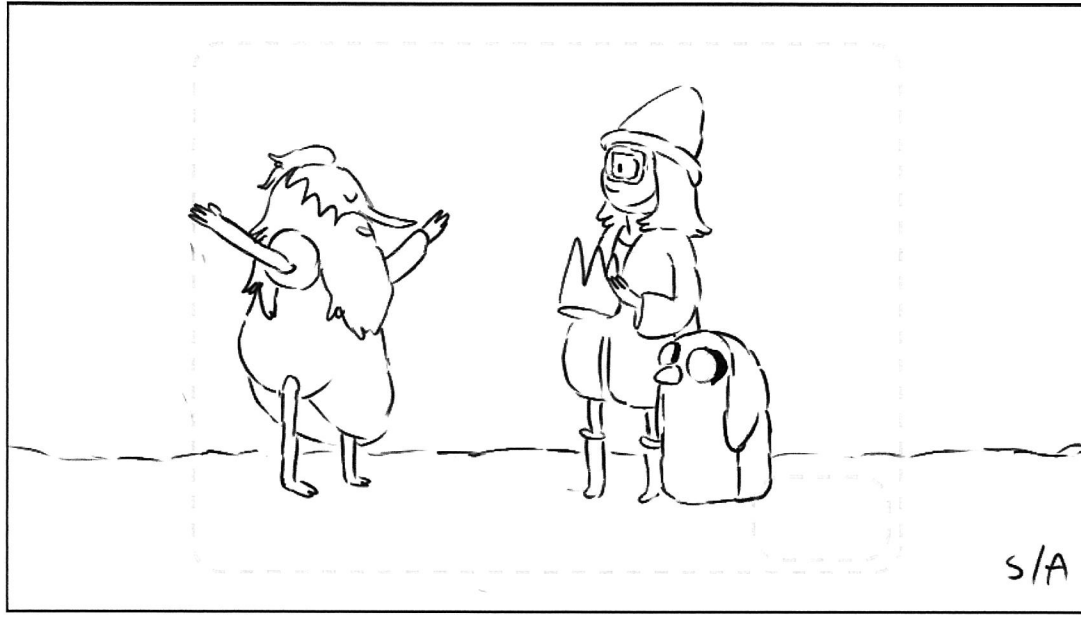
Page 327

Sc. 207

Pnl. A

Bg.

day night

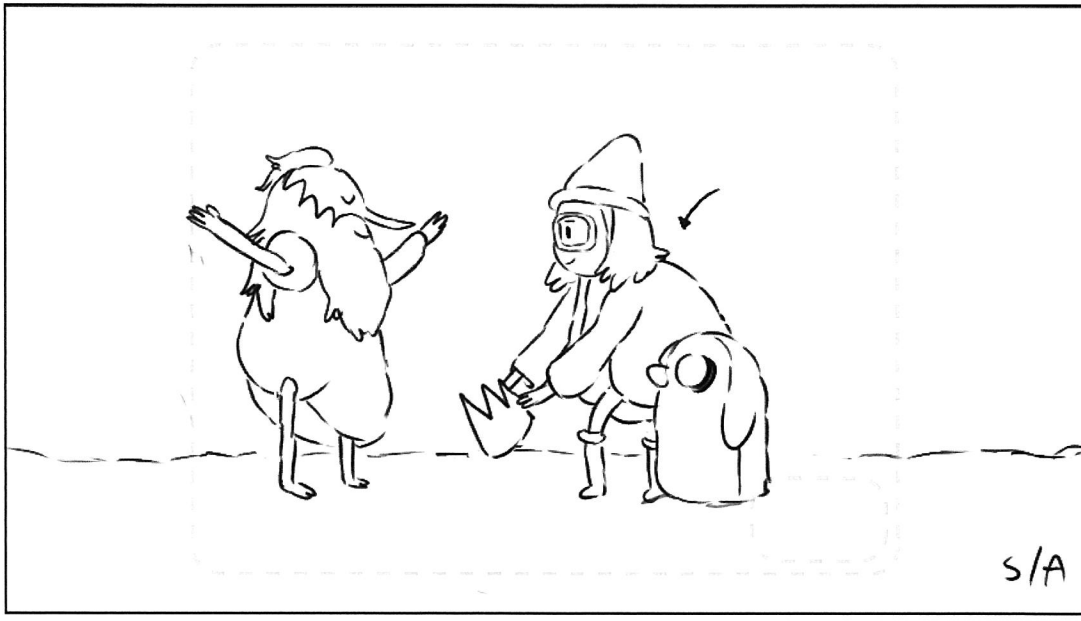


Sc. 207

Pnl. B

Bg.

day night



Dialog:

IK: OH BOY ...

Action:



- MB SETS DOWN CROWN.

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME

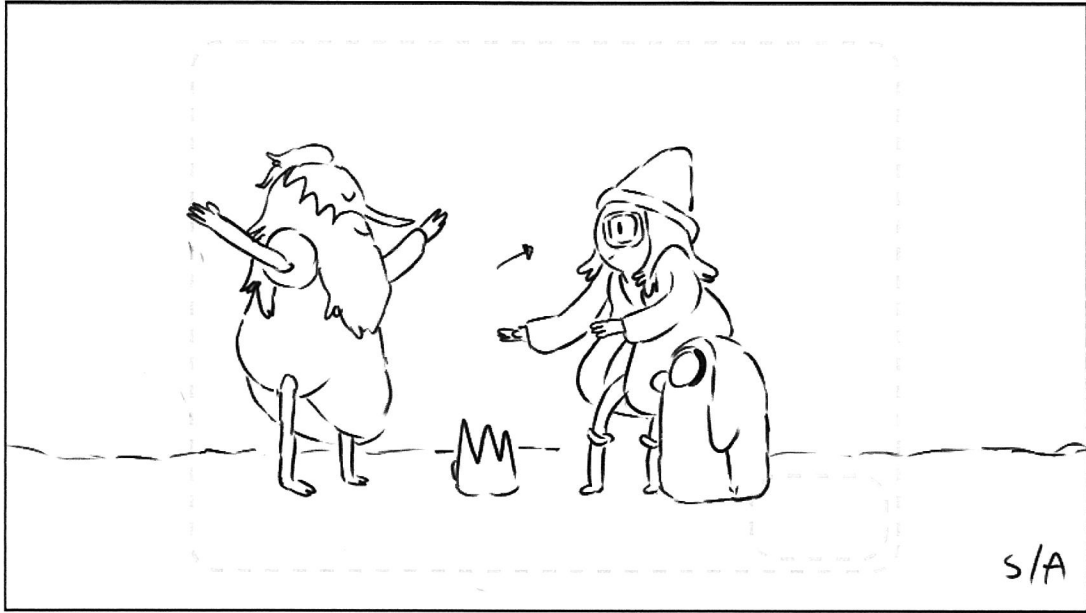


Sc. 207

Pnl. C

Bg.

day night



Sc. 207

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 207	Pnl. E	Bg.	day night	Sc. 208	Pnl. A	Bg.	day night

Dialog:	
Action: -MB TELEPORTS	
Timing:	 (DISAPPEARS)

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 209	Pnl. B	Bg.	day night	Sc. 208	Pnl. C	Bg.	day night

Dialog:	<p>IK) I WON'T BE ABLE TO HOLD UP THESE OLD ARMS FOREVER YA KNOW.</p> <p>G) (O/S) WENK WENK [SHE'S GONE]</p>
Action:	
Timing:	

EPISODE # 1034-221

Production :

ADVENTURE TIME

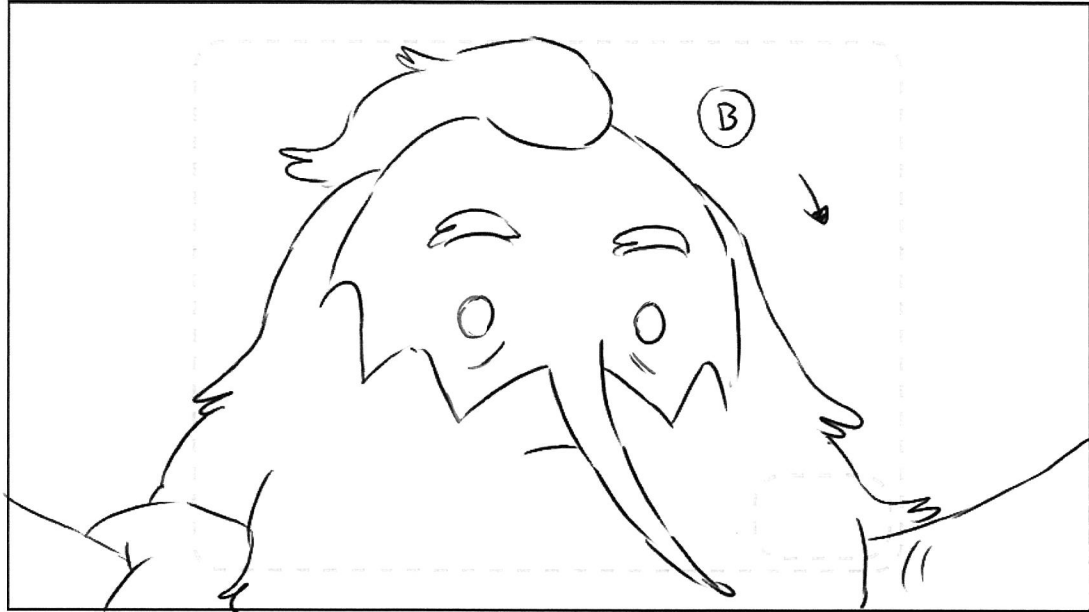


Sc. 208

Pnl. D

Bg.

day night

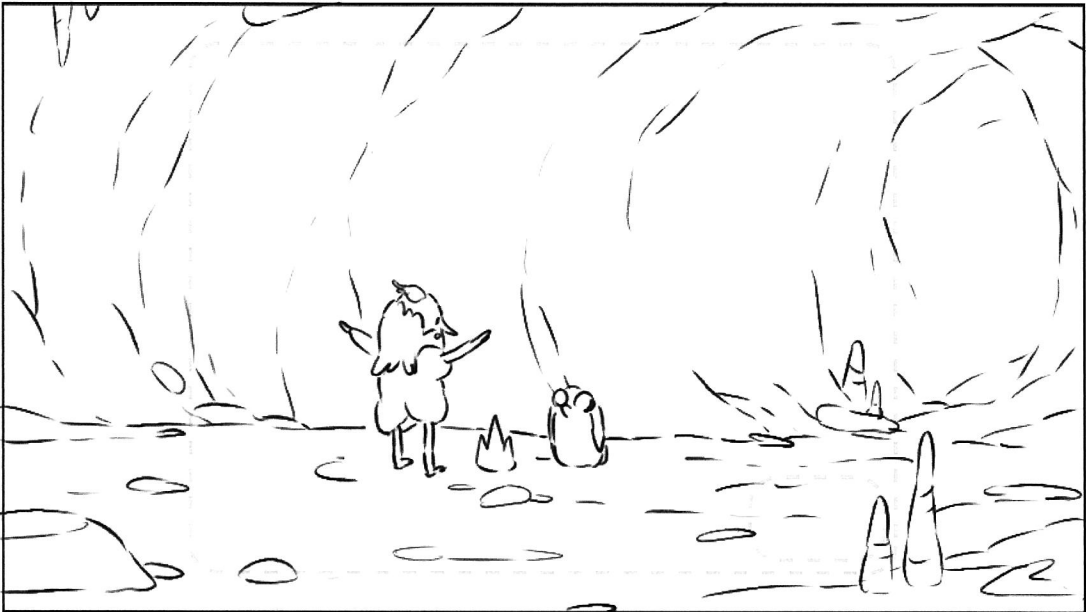


Sc. 209

Pnl. A

Bg.

day night

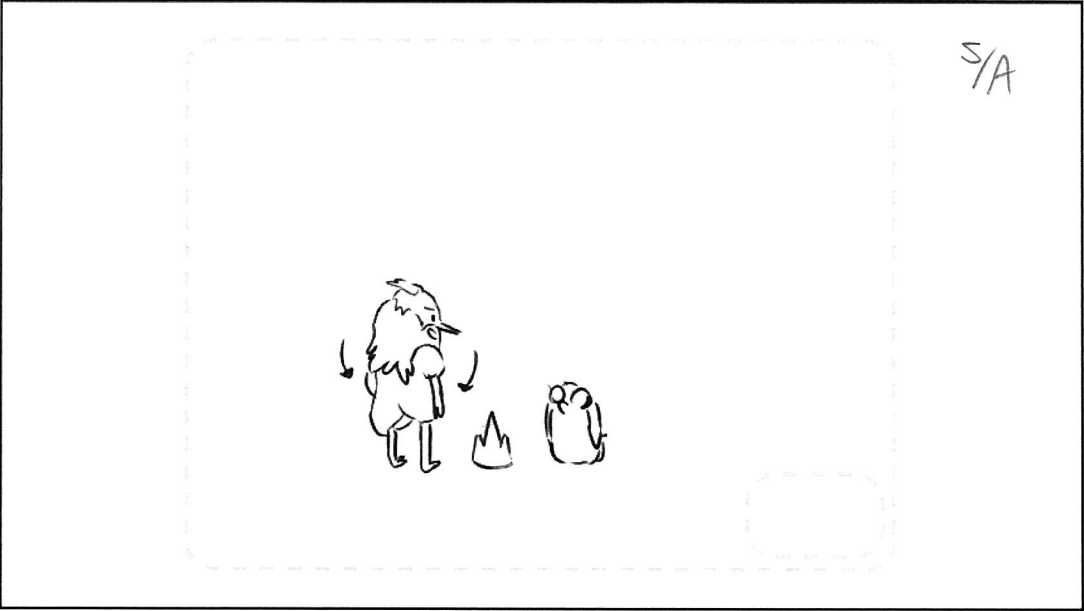
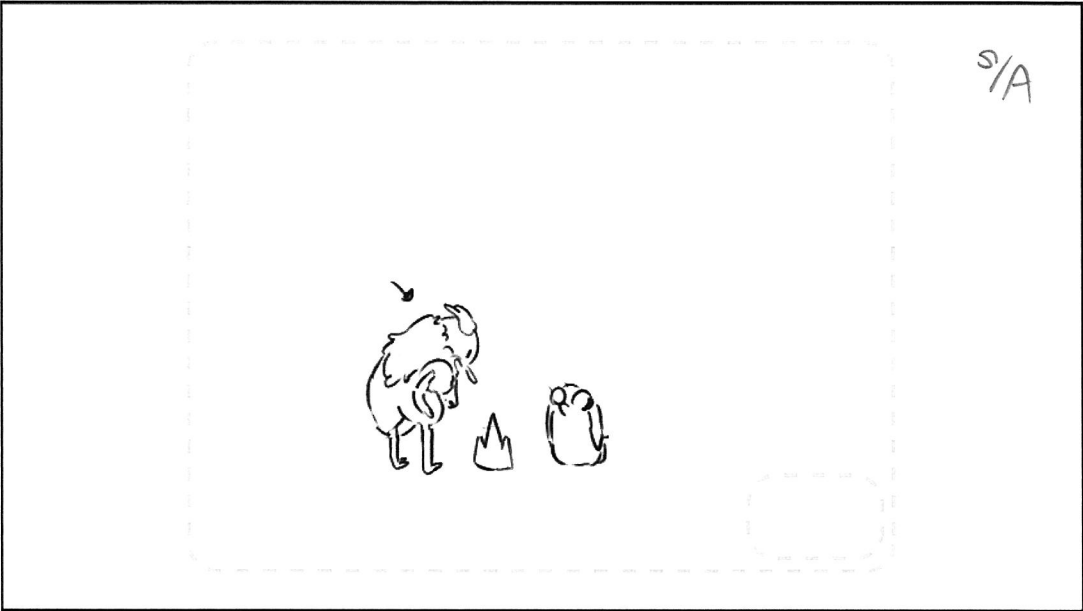


Dialog:	IK) OH ...
Action:	- IK OPENS HIS EYES,
Timing:	

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ADVENTURE TIME



Sc. 209	Pnl. B	Bg.	day night	Sc. 209	Pnl. C	Bg.	day night
							

Dialog:	IK) I GUESS SHE DOESN'T LIKE YOU POOTING IN HER CAVE, HUH?	IK) HEY LOOK, SHE LEFT A PREZZIE.
Action:		-IK SEES CROWN.
Timing:		

EPISODE # 1034-221
Production :

ADVENTURE TIME



Sc. 209	Pnl. D	Bg.	day night	Sc. 209	Pnl. E	Bg.	day night

Dialog:	<u>IK</u> / MAGIC CROWN !	<u>IK</u> / HOW NICE.
Action:	- IK PICKS UP CROWN AND PUTS IT ON	
Timing:		

EPISODE # 1034-221
Production :

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ADVENTURE TIME

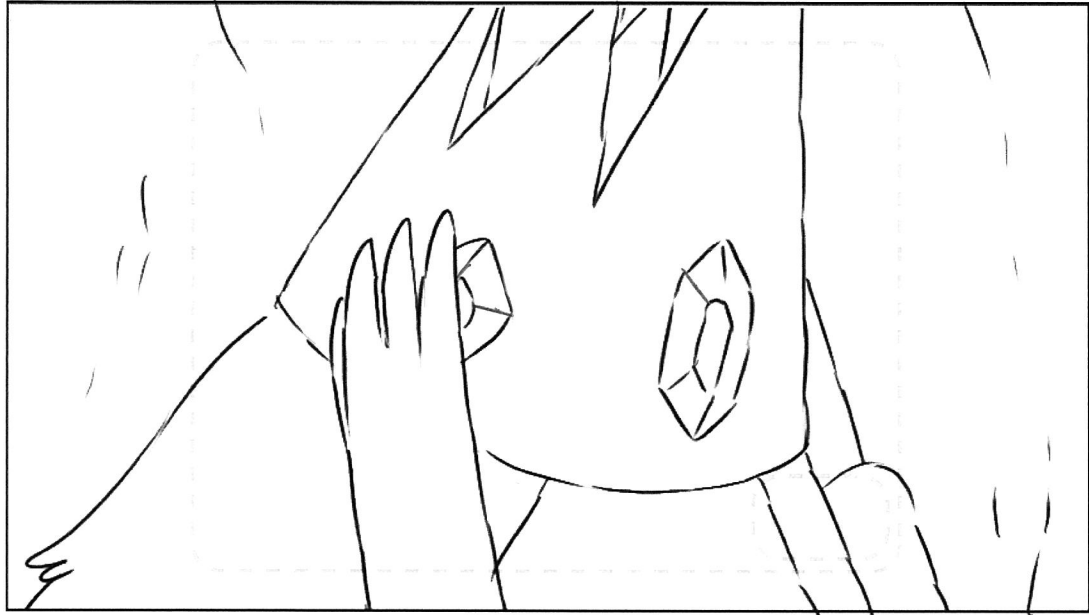


Sc. 210

Pnl. A

Bg.

day night



Sc. 210

Pnl. B

Bg.

day night



Dialog:

Action:

SP

- IK TWISTS ON CROWN.

Timing:

ADVENTURE TIME



Sc. 210	Pnl. C	Bg.	day night	Sc. 211	Pnl. A	Bg.	day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 211

Pnl. B

Bg.

day night



Sc. 211

Pnl. C

Bg.

day night



Dialog:

IK) HA, FEELS KINDA... DIFFERENT.

IK) OK, COME HERE GUNTER!

Action:

Timing:

1034-221

EPISODE #

Production :

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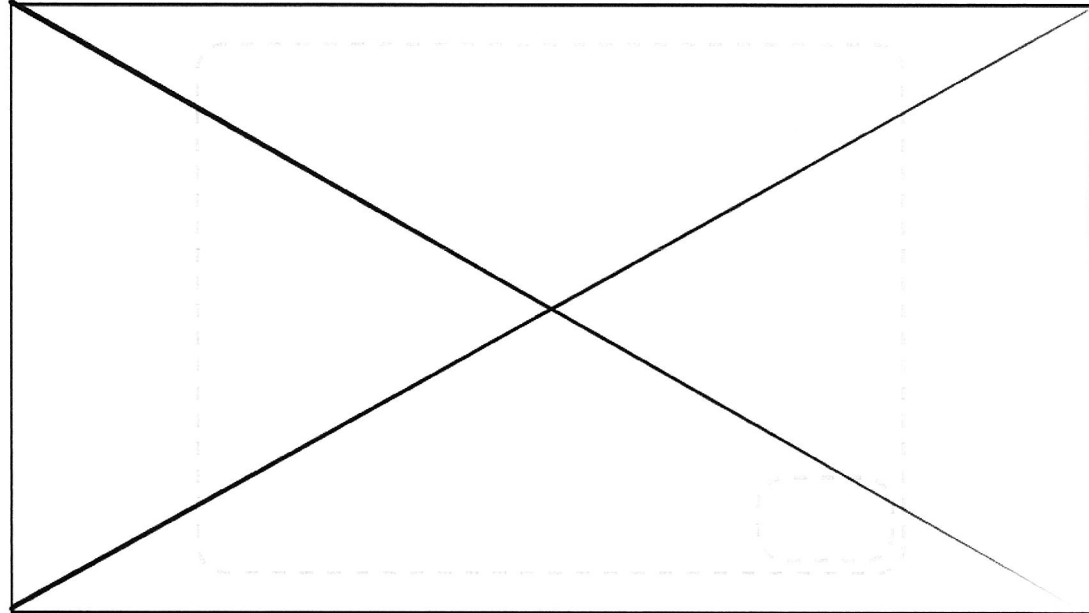
ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
24									



S/A



Dialog:
IK) LET'S GO HOME
Action:
Timing:

EPISODE # 1034-221
Production :

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ADVENTURE TIME



Sc. 211

Pnl. 5

Bg.Sc.

Pnl.

Bg.

day night

S/A

Dialog:

I.K.) THAT'S MY STINKY BOY

Action:

[PAN TO F&J SILHOUETTE
IN CAVE - OPENING]

Timing:

Production : 1034-221 EPISODE #

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ADVENTURE TIME

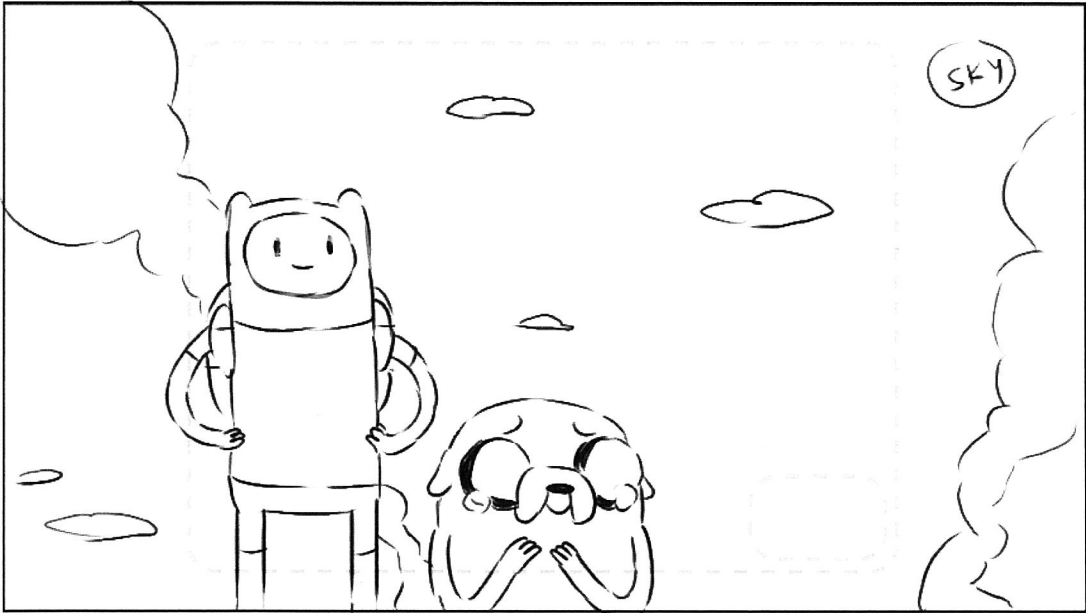


Sc. 212

Pnl. A

Bg.

day night

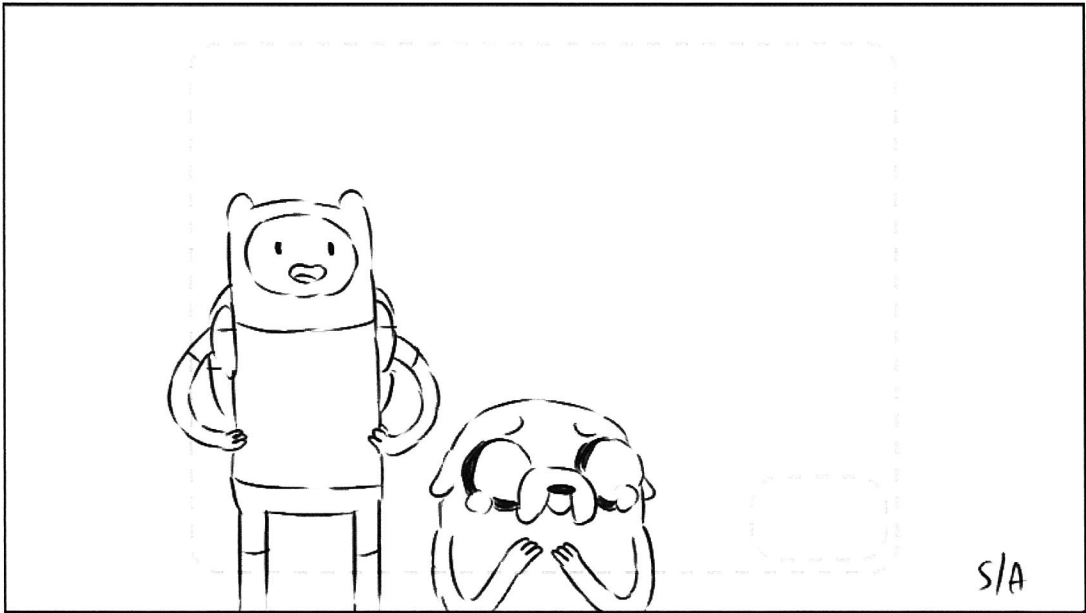


Sc. 212

Pnl. B

Bg.

day night



Dialog:

F) HUH, SEEMS LIKE HE
MADE IT. THAT'S
PRETTY COOL.

Action:

Timing:

EPISODE # 1034-221

Production :

ADVENTURE TIME



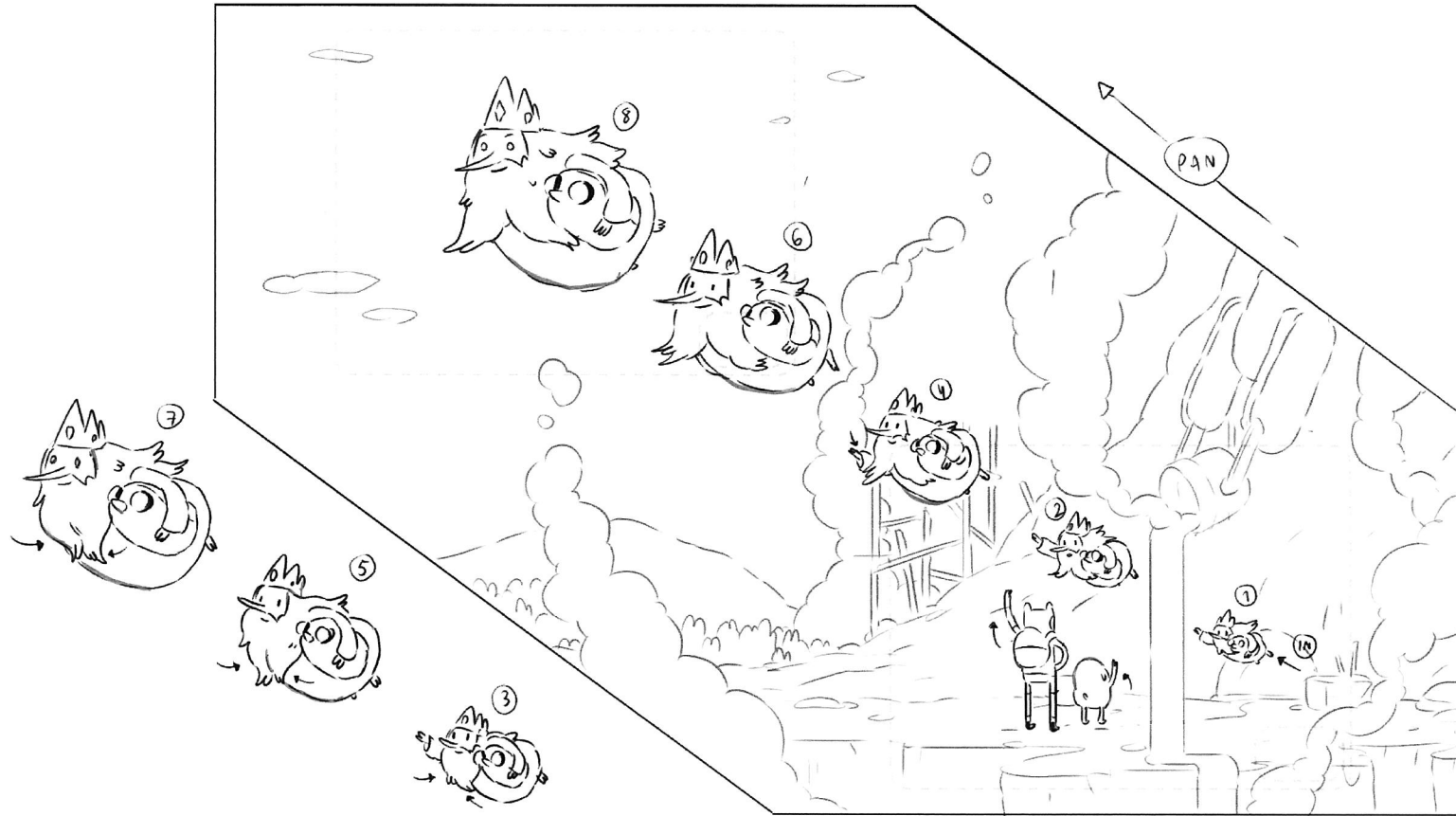
Sc. 212	Pnl. C	Bg.	day night	Sc. 213	Pnl. A	Bg.	day night

Dialog:	J) [WIPE TEAR] YEAH... COOL... (HE'S HAPPY)	J) [SNIFFLE]
Action:	-J. WIPES AT TEAR.	
Timing:		

EPISODE # 1034-221
Production :

Page 311

day night



② F) LATER ICE-KING! ⑥ J) TAKE CARE G.

- 1K FILES OUT of CAVE PAST F+J
- PAN W/ 1K.

Production :

ADVENTURE TIME

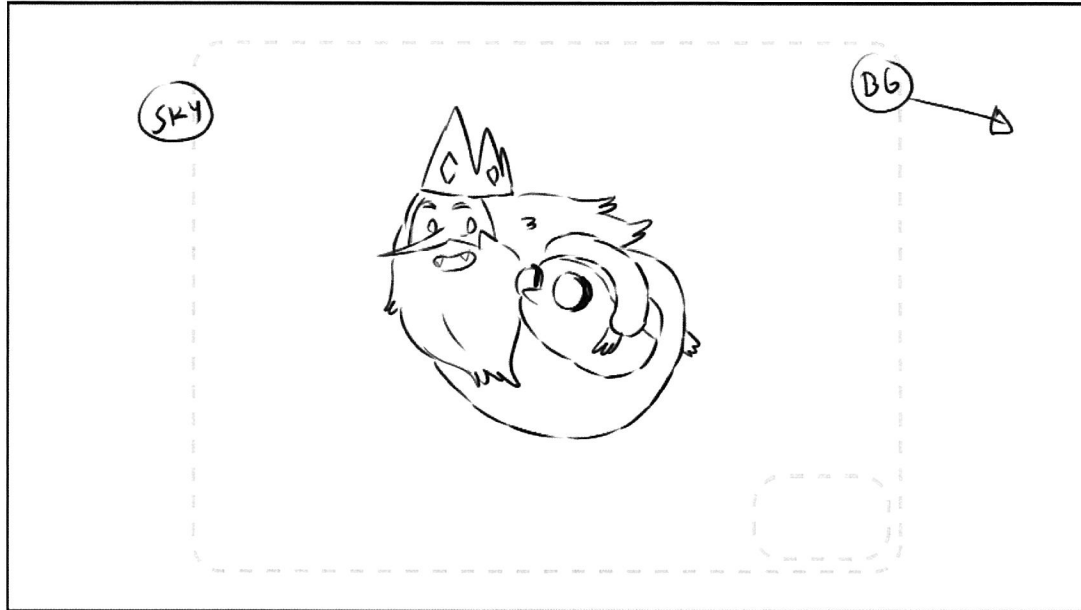


Sc. 213

Pnl. C

Bg.

day night



Sc. 213

Pnl. D

Bg.

day night



Dialog:

I.K) HEH, NICE TO GET OUT OF
THAT DUMP, AMIRITE GUNTER.

I.K) IT SMELLED LIKE ...
DEVILED EGGS ... OR SOMETHING.

Action:

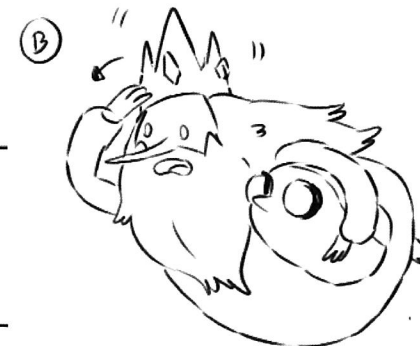
-BG PANS.

[JIGGLE CROWN]
CYCLE: A, B, A

Timing:



BEARD POSE, CYCLE



EPISODE # 1034-221

Production :

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ADVENTURE TIME



Sc. 214	Pnl. A	Bg.	day night	Sc. 214	Pnl. B	Bg.	day night

Dialog:	1K) HEY WHAT DID THAT WEIRD HOTIE WANT WITH MY CROWN ANYWAY?
Action:	
Timing:	

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ADVENTURE TIME



Sc. 214	Pnl. C	Bg.	day night	Sc. 215	Pnl. A	Bg.	day night

Dialog:	IKY THE PRETTY ONES ALWAYS - HAVE AN AGENDA YA KNO WHAT IM SAYING.
Action:	
Timing:	

EPISODE # 1034-221
Production :

ADVENTURE TIME

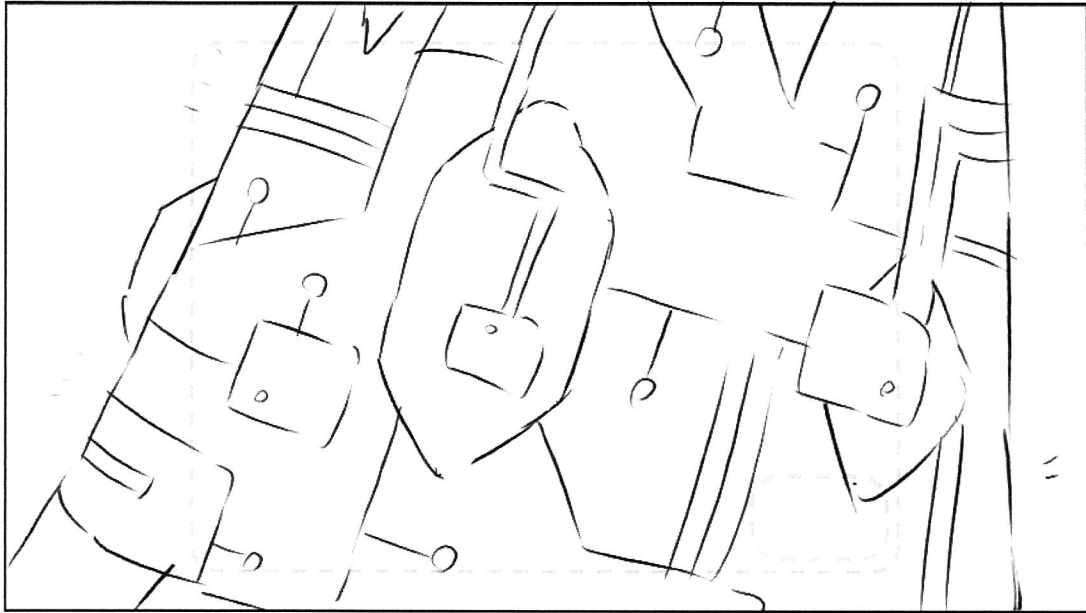


Sc. 215

Pnl. B

Bg.

day night

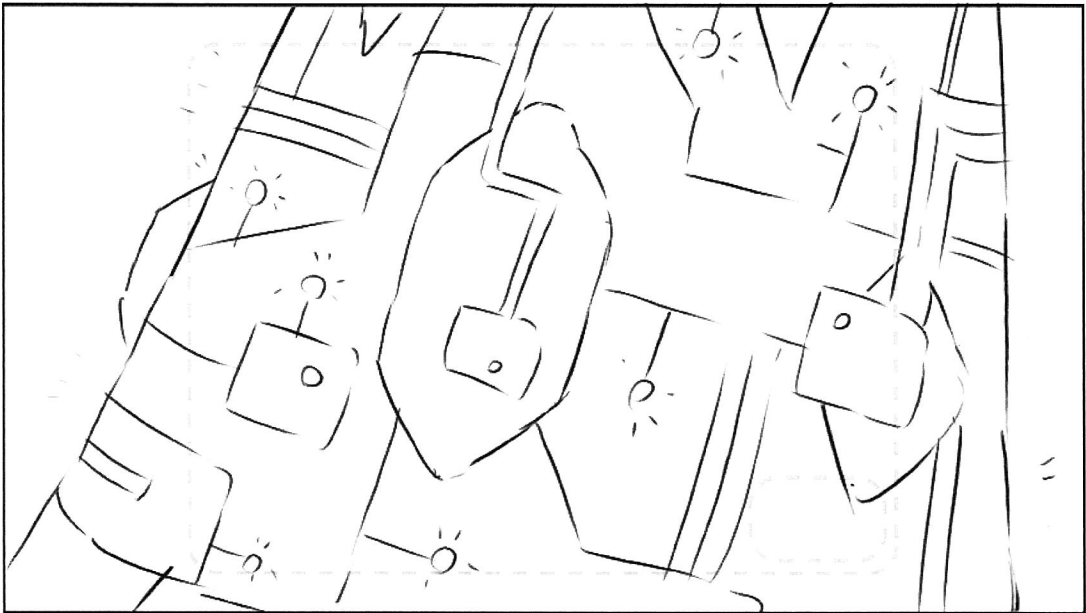


Sc. 215

Pnl. C

Bg.

day night



Dialog:

SFX: * FSHHHH *

Action:

[CIRCUITRY APPEARS
ON CROWN]

[CIRCUITRY FLASHES + BEEPS]

Timing:

ADVENTURE TIME

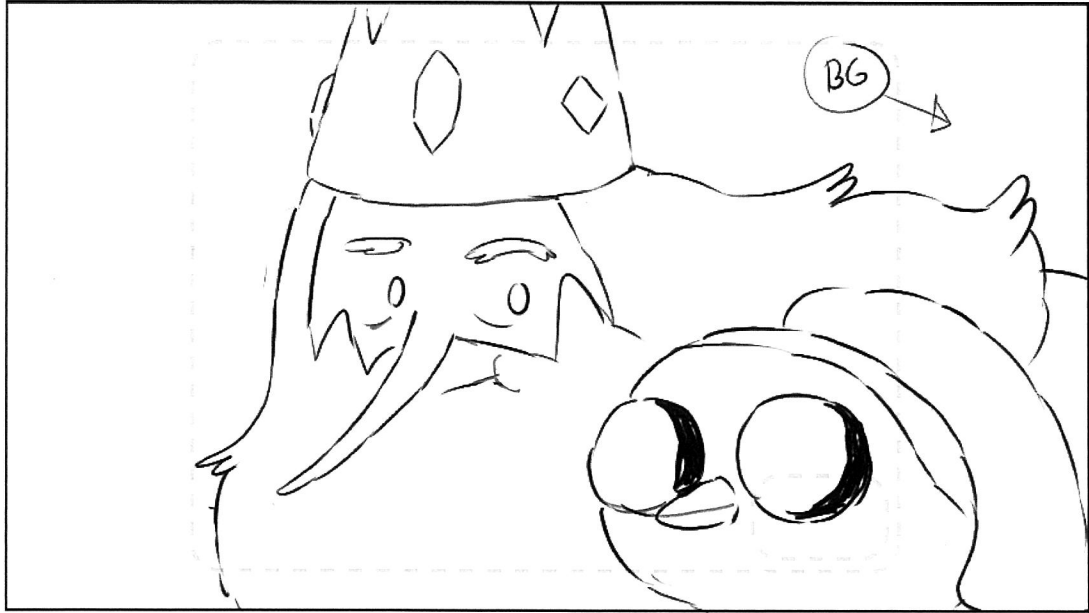


Sc. 216

Pnl. A

Bg.

day night

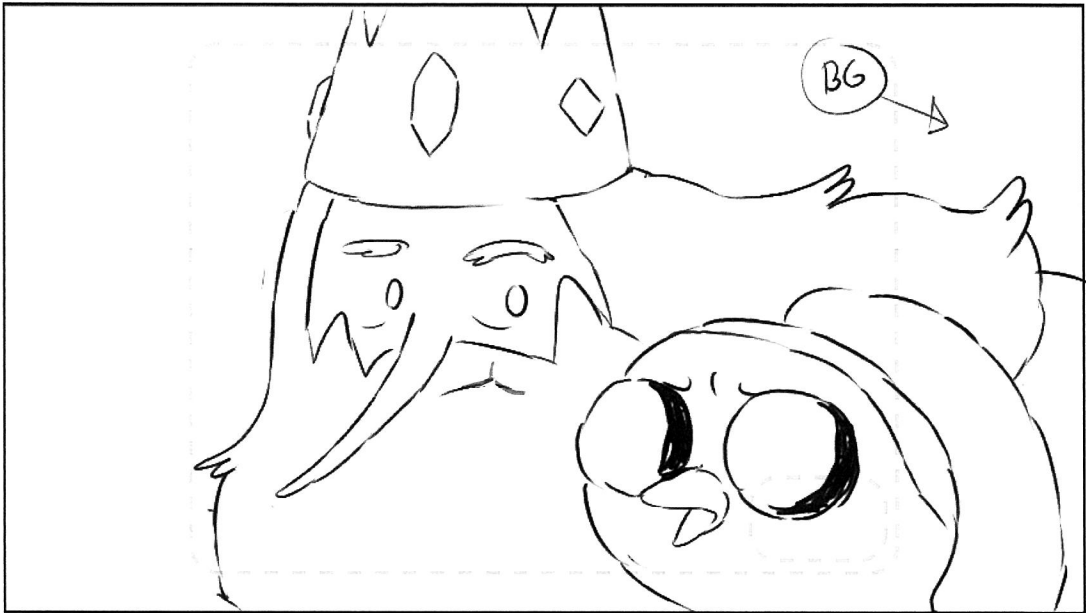


Sc. 216

Pnl. B

Bg.

day night



Dialog:

G) WENK WENK-WENK
(THAT'S STUPID)

Action:

SP

Timing:

ADVENTURE TIME

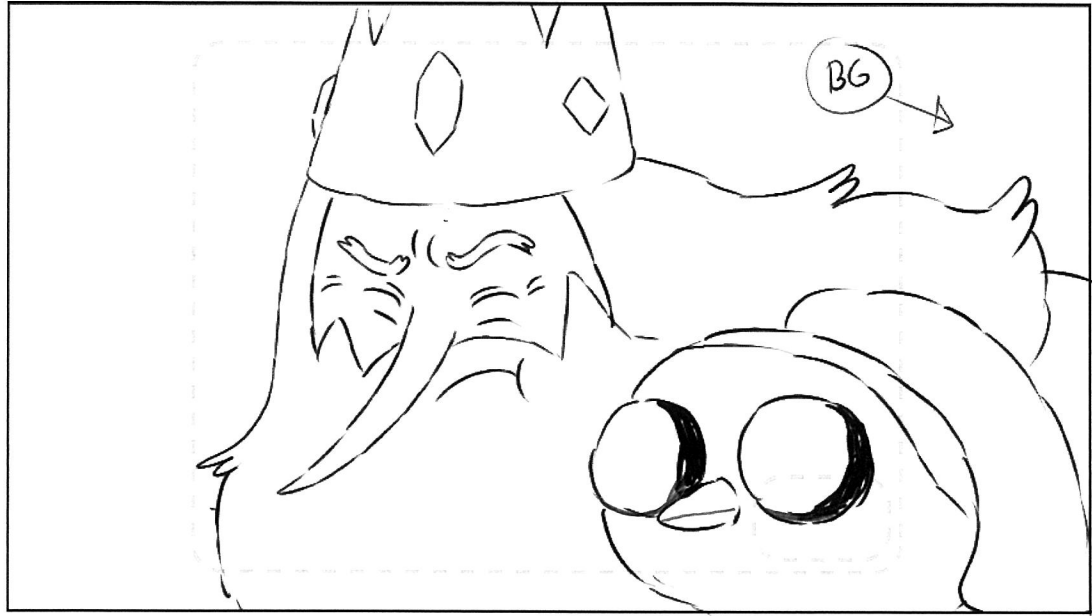


Sc. 216

Pnl. C

Bg.

day night

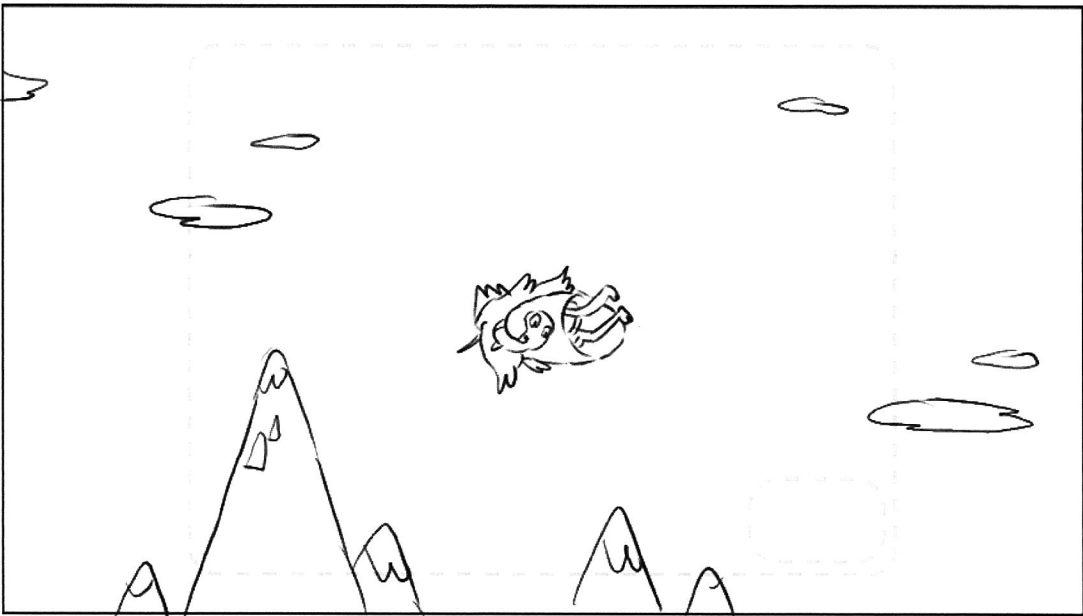


Sc. 217

Pnl. A

Bg.

day night



Dialog:
<u>IK:</u> [QUIET STRAIN] _____
Action:
Timing:

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ADVENTURE TIME



Sc. 217

Pnl. B

Bg.

day night

S/A

Sc. 217

Pnl. C

Bg.

day night

S/A

Dialog:

SFX) [FART]

I.K) GUNTER !!!

Action:

-IK FLIES INTO DISTANCE.

Timing:

THE END

EPISODE # 1034-221

Production :